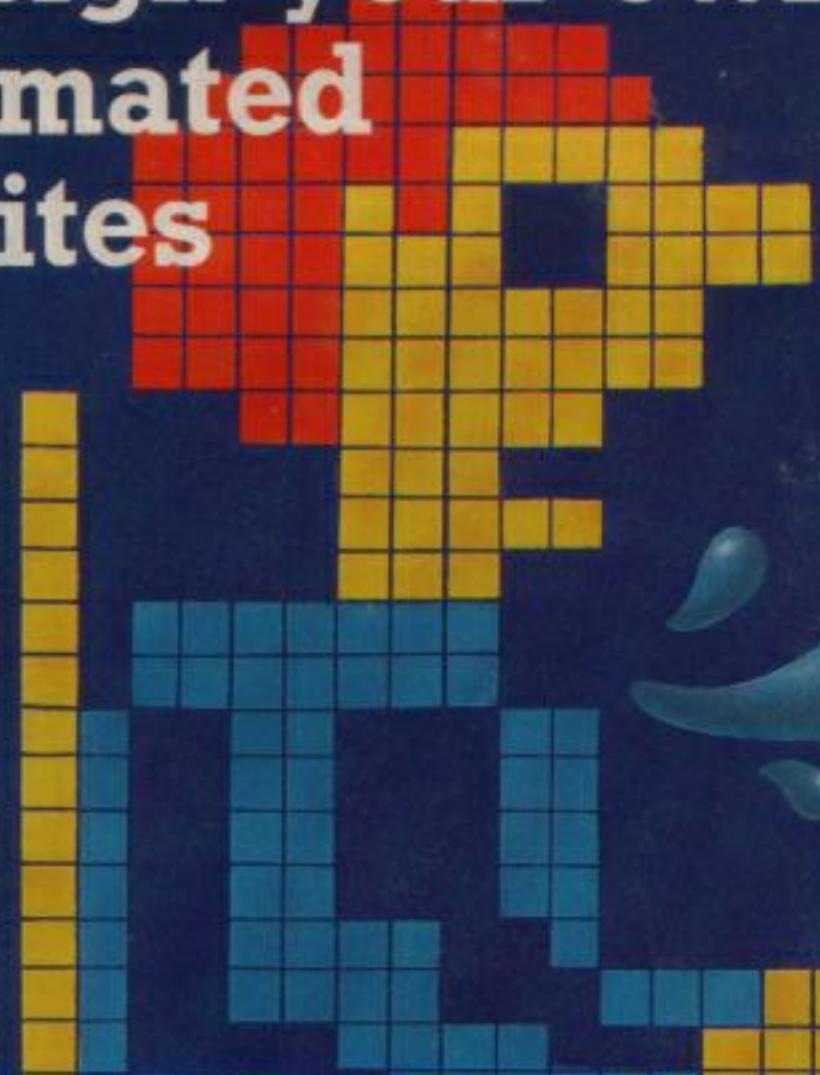


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# electron user

Vol. 5 No. 4 February 1988 £1.25

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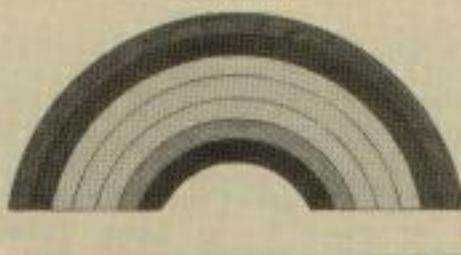
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# electron user NEWS

## Electron users are power-hungry

ELECTRON users are seeking much more power for their machines in ever-increasing numbers. A new survey has revealed that some 40 per cent have upgraded their machines over the last year.

Of these the majority have opted for compatibility with the BBC Micro, so opening up a vast new potential library of software.

In most cases, the Electron buffs have spent more on the power boosting add-ons than they have on the micros themselves.

With firms like Slogger and Advanced Computer Pro-

ducts offering a variety of machine-extending routes such as sophisticated disc drives, interfaces, expansion roms and ram boards, the future of the Electron now seems assured.

"If companies like this hadn't shown their concern, the Electron may well have become completely extinct by now", observed Derek Meakin, managing editor of *Electron User*.

"But the Electron has always been an excellent machine. It's just that thanks to the ingenuity of some of the firms in the market, it is

now that much better".

The run up to Christmas demonstrated clearly that people are not prepared to shelve their Electrons.

PRES, the company marketing the £99 Advanced Plus 3 disc upgrade for the machine, reported sales of 1,000 units a month.

"We just couldn't keep up with the demand", said a company spokesman. "We found ourselves working into the small hours trying to get them out.

"It seems to have really taken off as an ideal Christmas present".

### **Support is still strong**

A POLL of companies in the BBC Micro market has shown that some 55 per cent have given active consideration to producing products for the Electron.

In all cases those interviewed admitted they had been surprised by the interest that still surrounds the Electron.

"You cannot ignore the continuing popularity of this machine", said John Huddlestone of Advanced Computer Products whose firm is now synonymous with the Electron scene.

"It's a very nice little market" he said.

## A record again

### **ADVENTURE IS THE NAME OF THE GAME**

DRAGON-slaying wizards, maidens in distress and the Spirit of Adventure group will travel through time to transform the next Electron & BBC Micro User Show into a fascinating world of adventuring.

Goblins, demons, and all manner of mythical creatures have been taken out of the micro chip games world and brought to life.

The Spirit of Adventure group, which regularly meets to act out medieval quests, will be at the Renold Building, UMIST, Manchester, from March 18 to 20 disguised as minotaurs, zombies, wizards and goblins.

Visitors will get a chance

to play the hero or heroine, battling against magical forces and monsters, under the guidance of some of Britain's top role-playing specialists.

The very latest in hardware and software will also be on display and, in keeping with the adventure theme, a treasure hunt is being held with prizes of the most popular fantasy games for the Electron.

An advice centre manned by experts will be

available to help find solutions to some of the more complicated problems.

The Spirit of Adventure Group regularly meets at unusual locations to create a realistic illusion of fantasy.

They have ranged from medieval banqueting halls to overgrown woodlands. Even an old steel mill has been transformed for their journey back in time.

According to Steve Gibson, one of the group's founders, the Renold Building at UMIST "will prove a bit of a challenge, but with a little imagination and a lot of stamina visitors will enjoy the adventure of a lifetime".

ELECTRON supplier Superior Software doubled its previous record sales figures last year. And the company also doubled its yearly turnover for the third year in succession.

"We're going to try and do it again this coming year", said Superior's general manager, Steve Botteril.

"About 40 per cent of our sales were due to the tremendous support of the Electron market. We are committed to continuing to supply quality software for the machine as long as there is a demand".

Four new games scheduled should have the same impact on the market as Elite, says the company.

# Electrons move to the IT centre

STUDENTS learning information technology at Deyes High School in Merseyside have found the Electron a walkover.

In fact over 500 pupils completed a sponsored walk to raise the cash to buy 16 new machines and monitors.

The Electrons have now taken their place alongside a large collection of BBC Micros at the school's Information Technology centre.

To increase their flexibility the machines have been equipped with an ACP Plus 1 and an AP4 disc interface as standard.

"I have known for some time that the Electron was a great machine", said Russ Ellis, lecturer in Information Technology at Deyes High School.

"Having previously only used BBC Micros, some of the teachers were a bit apprehensive. But now they all agree that the Electron is an excellent computer to work with".

The machine has proved so popular that a number of children have bought their own in order to continue studies after school.

A large part of the IT course involves studies for the Cambridge information technology cer-

tificate. A thorough understanding of word processors, spreadsheets and databases is needed to qualify for the award.

All students also undertake a compulsory one-year course in computing. "The Electron is playing a vital part in equipping our pupils with the skills that they will need for a secure future", said Russ Ellis.

## Red ruse

THE first computer game from Russia has infiltrated the UK via Hungary with help from Mirrorsoft agents.

Tetris is said to be easy to play, incredibly addictive – and almost impossible to explain.

Random shaped blocks appear in a box on the left of the screen, and you have to move and turn them to form a continuous line across the bottom of the screen in order to score points.

It may sound simple but if you are not fast enough the blocks on the left build up until they touch the top of the screen. When that happens the game ends.

Price £8.99 on cassette and £12.99 on disc from Mirrorsoft (01-377 4645).

## Rhyming lessons

A CHILD-minding service has taken on six Electrons as members of staff.

The machines are being used to help look after youngsters under five years of age who attend centres run by the Birmingham Kiddy Care co-operative.

Marjorie Dixon, the director, bought the machines after she saw the *Electron User* Nursery Rhymes package.

"This was perfect for what we wanted," she said. "For it would not only keep the children happy but they would also learn at the same time.

"And the mothers who

leave their children here when they go off to work are delighted with it all".

The Nursery Rhymes software offers old favourites such as Humpty Dumpty and Jack and Jill as part of a learning environment.

"Since the computer arrived, my four-year-old's spelling has come on in leaps and bounds", reported one happy mum.

"I've always hated computers before – only thinking of them as things that screwed up monthly bills – but this has made me view them in a completely different light".

## THE GALLUP CHART TOP 10 ELECTRON SOFTWARE

THIS MONTH	LAST MONTH	TITLE (Software House)	PRICE
1	2	AROUND THE WORLD IN 40 SCREENS <i>Superior</i>	6.95
2	3	PAPERBOY <i>Elite</i>	9.95
3	1	SOCER BOSS <i>Alternative</i>	1.99
4	•	LIFE OF REPTON <i>Superior</i>	6.95
5	5	SUPERIOR COLLECTION VOL 2 <i>Superior</i>	9.95
6	4	FOUR GREAT GAMES <i>Micro Value</i>	3.99
7	7	TRIPLE DECKER <i>Alternative</i>	1.99
8	6	CODENAME DROID <i>Superior</i>	9.95
9	•	SPELLBINDER <i>Superior</i>	9.95
10	•	MICROBALL <i>Alternative</i>	1.99

Compiled by Gallup/Microscope

There are three new entries in this month's chart – two new releases from Superior and another new one from Alternative. This means that two Repton games are in the Top Five – Around the World in 40 Screens and the new Life of Repton.

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By Pendragon

THIS month sees the re-release of some old adventures in new packaging and at bargain prices.

The US Gold collection of nine games on one disc or tape is an offer not to be missed. The adventures include Voodoo Castle, Pirate Adventure, Strange Odyssey, Temple of Terror and Buckaroo Banzai.

The package is made good with four old Ultimate arcade-adventures. Retailing at about £18 for the complete collection this

must be worth considering.

Meanwhile, Adventure Soft's Scoops, with four adventures packaged on one tape for only £7.95, is also an essential buy.

Those of you who have a Slogger Master Ram board and SEDS or an ACP Plus 4 fitted to your Electron may be interested to learn that Topologika has re-released revamped 5.25in disc versions of the Acornsoft greats, Philosopher's Quest and Countdown to Doom.

These classics have been given extra locations and atmosphere to make them worth looking at, even at £17 each.

In the final stages of preparation is Geoff Larsen's sixth adventure, Hex, which should be on general release very soon.

At Robico, Glen MacCauley is editing Communion, which is part two of The Village of Lost Souls trilogy, and promises to be an absolute blockbuster.

The new Elk Adventure Club release, The Axe of

Holt, is also due out this month. If it follows the tradition laid down by Magnetic Moon and Starship Quest, it will be an essential buy.

However, all is very quiet at Shards. I know many of us have been waiting for almost two years for the release of a sequel to Woodbury End. So how about writing to Steve Maltz letting him know that such a sequel would be greeted with shouts of glee from all corners of the Electron

our machine has never been higher, and this is borne out by the phenomenal array of top notch adventure games in the most recent top twenty.

Remember that these charts are compiled purely from your votes for your favourite adventure games.

It's good to see the two new Robico releases feature so prominently in the chart. I have received a lot of mail praising the quality of these two masterpieces, and

## READERS' TOP TWENTY VOTES

1	The Hunt	Robico	93%
2	Village of Lost Souls	(Robico)	92%
3	The Lost Crystal	Epic	90%
4	Oxbridge	Tynesoft	86%
5	Dodgy Geezers	Melbourne House	84%
6	Myorem	Robico	83%
7	Kayleth	Adventure Soft UK	82%
8	Rick Hanson	Robico	81%
9	Wheel of Fortune	Epic	80%
10	The Ket Trilogy	Incentive	78%
11	Twin Kingdom Valley	Bug Byte	77%
12	The Puppet Man	Larsoft	76%
13	Woodbury End	Shards	74%
14	The Nine Dancers	Larsoft	71%
15	Philosopher's Quest	Acornsoft	70%
16	Quest for the Holy Grail	Epic	69%
17	Suds	Riverdale	68%
18	Terrormolinos	Melbourne House	67%
19	Magnetic Moon	Elk Adventure Club	66%
20	Project Thesius	Robico	63%

## Adventurer's Glossary

(continued from last month)

**Dagger:** A handy weapon, but usually with some limitations of use.

**Dark:** Always at some point in an adventure, so you will need a light source.

**Desert:** Features in many adventures, and often a maze. Be sure to have a plentiful supply of something to drink before you venture on.

**Desk:** Always worth examining, and try opening the odd drawer.

**Diamond:** Invariably a treasure.

**Ditch:** Often a trap, so beware. It may need crossing so look for a bridging point.

**Doll:** Unlikely to be ordinary, probably a voodoo doll.

**Dragon:** Kill it, but examine its corpse once it is dead.

**Drink:** Essential to survival. Water is usually safe, but avoid Ale and other potent or enticing liquors.

**Dwarf:** Almost always hostile; best to kill and ask questions afterwards.

software-buying public.

R. Forster of Hale is the first person to contact me to say he has discovered the word Pendragon at a hidden location in Suds.

I have forwarded his name and address to Riverdale Soft and he can expect to receive a complimentary copy of American Suds upon release.

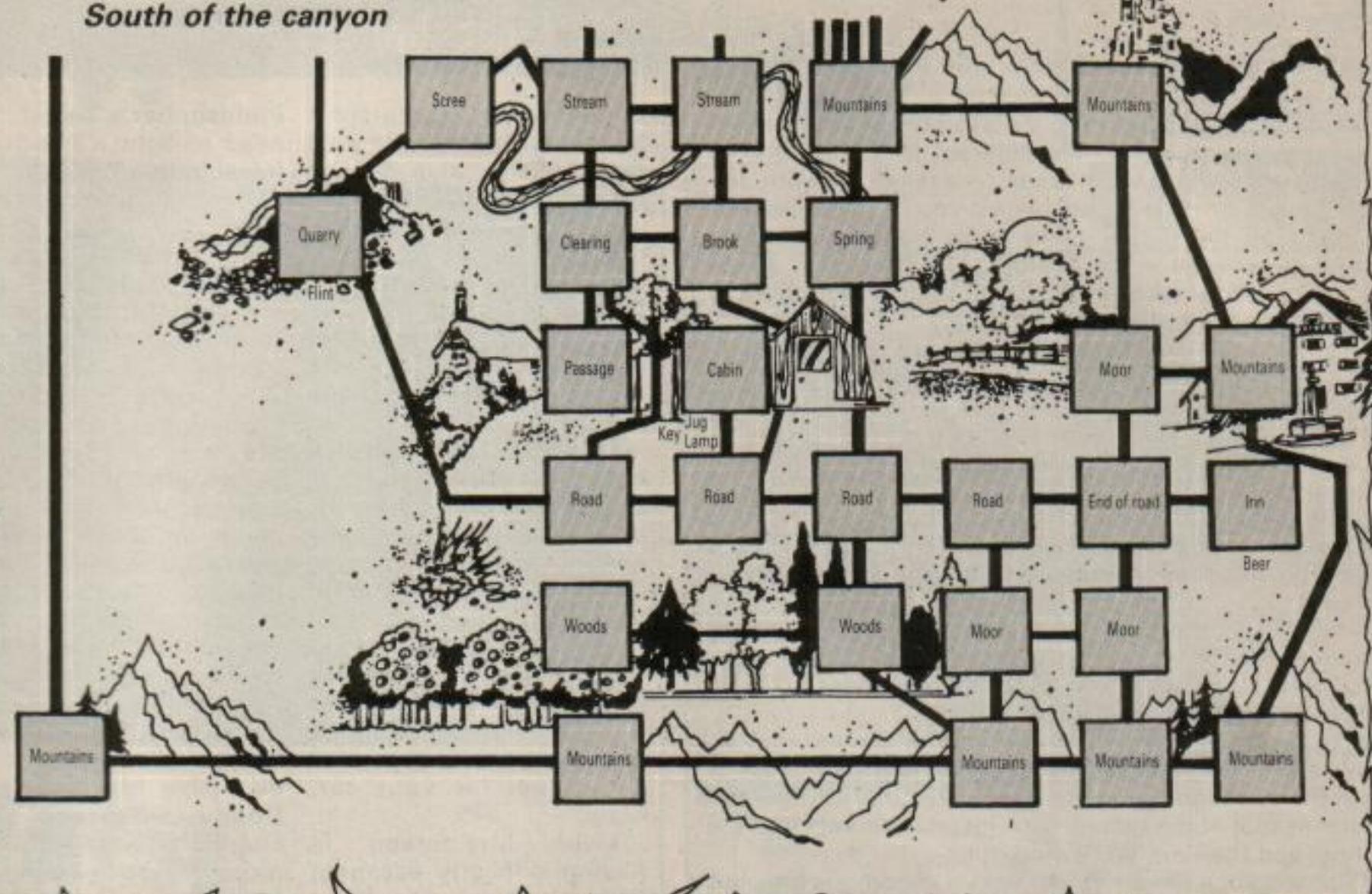
I mentioned last month that 1987 was an exceptional year for adventure releases for the Electron. The quality of software for

surely they are now the yardstick by which all other adventures must be judged.

It is also pleasing that small companies such as Larsoft and Riverdale are producing adventures which readers so obviously enjoy. This can only be healthy for the market in general and Electron users in particular.

With a flood of new releases due in the coming months, the next chart should present quite a different picture.

**Twin Kingdom Valley map I:  
South of the canyon**



**Readers' Hall of Fame**

**The Puppet Man** – Geoff Livesey (continued from last month)

Go East and talk to the muse, then S, S, W, enter the willow and talk to Pierrot. E, E, S, W, S, get the candle, N, E, E and enter manor. UP, N, get the glove, examine the shelf and read the note.

S, DOWN, LEAVE, go onto the stage and talk to the juggler. He will be distracted and drop one of his clubs. get it, jump down, W, S, S, S, W, S. A man will rush off to the west.

Now you can go W, W, W. Drop the club, setting off the trip wire. S, S, W, S, E, into the clown's house. Examine the fireplace, wear the glove and get the poker.

W, N, W, into the tavern. Examine the fire and poke the cinders. Still wearing the glove, get the black key. It will soon cool and you will no longer need to wear the glove.

E, S, E, and light the candle from the clown's fire. W, N, N, UP, enter the door, unlock Pierrot's desk and get his poem. ENTER DOORWAY, DOWN, S, E, N, N, E, E, E, N, E, N, N, N, E, and go onto the stage again. Give the poem to Columbine.

Now jump down, W, N, N, N. Erato will advise you to examine the stump. Get the marionette, S, S, S, S, E, into the Inn. Give the marionette to the Puppet-Man.

**Kayleth** – Robert Henderson (continued from last month)

Go to the shelf where you found the suit and get the bar and cube. Go and get the lenses and the pyramid which is on floor three.

Leave the building and continue until you are in the forest by the Mokki Ray, then spin the bar. Climb the tree, wear the lenses and flip the knot. Take the tablet and examine it, this will give you the AZAP CODE AKN. Go to the AZAP chamber and type AZAP CODE AKN.

Break the tablet which should leave you a rod. Go to

the Citadel and you will be surrounded by Zemps. Spin the rod to scare the Zemps. Once you enter the building, type GO SOCLE and a voice will reply, "To be with me, drop the silver three". Now drop the pyramid, cube and rod, and the Socle will descend.

Take the mortar and pod and GO SOCLE. Get the dime and go back to the AZAP chamber and type AZAP CODE ELY. Now you must go back to the city, pay Broznak with the dime and get the bottle of water.

Examine the furniture to find Yurek and give him the rod, then take him to the steel dome. Return to the AZAP chamber and type AZAP CODE EPO. Insert your plasma beam cartridge and fire the beam at the wall. Go back once again to the chamber and type AZAP CODE ELY.

Travel to floor 3 and INSERT YUREK INTO INDENTATION. You will now transform into Yurek. Get the ball and mortar and return to the AZAP chamber. Type AZAP CODE EPO, leave the chamber and go South.

Insert the ball into the icon and when you see the Atech technician, give him the mortar. He will give you a bulb. In the chamber, type AZAP CODE ELY. Get the water, plant the bulb in the compost and water it.

Wait for a few moves and a flower will grow. Take this and drop it in the mortar. You now have essence of tae which can be used to kill Kayleth.

In the AZAP chamber, type AZAP CODE DHT. You will be transported to the control room of Kayleth's starship. The code to open the door is an anagram of all the AZAP codes: ELY, ROO, AKN, EPO and DHT. You should decode this to OPEN KAYLETH DOOR.

To kill Kayleth and finish the game, drop the tae in the pool.

**Enthar Seven – The Boss** (continued from last month)

Equip yourself with the space helmet, oxygen cylinder, spherical sweet, pliers, hammer and torch, then set the teleport to take you to sector three. Once you enter you

**Turn to Page 10 ►**

will find yourself in a confusing forest maze with illogical exits.

By careful mapping using the drop technique you will soon be able to chart nine different locations. One of these is a clearing which leads to a teleport booth and another will reveal a flipper plate if you move the leaves.

Stand on the flipper plate to be transported to an elevated walkway in the treetops. You must now attach the cylinder to the helmet and wear it unless you want to suffocate in the rarified atmosphere.

A quick reconnaissance will lead you to discover three chasms which appear at first to be uncrossable. However, the crevice at the end of the east bound catwalk can be traversed by swinging on the creeper.

On the other side you will find a plank of soft wood which can be used to bridge a gap on three separate occasions before it breaks. However, the drop at the edge of the west bound walkway can be safely jumped without resorting to using a bridge, and a large fan can be retrieved.

The gap to the north of the ramp must be bridged using the plank. At the other side a complicated manoeuvre is involved. If you examine the sweet you will discover it is 15cm in diameter.

The doorway to the tree has an ingenious locking device involving a funnel 9cm in diameter. You need to suck the sweet and examine it regularly until its diameter matches that of the funnel. Now insert the sweet into the funnel and the door will swing open.

You will soon meet a spider with a venomous bite, but don't worry it's only a nightmare.

## Problems Solved

Superior Software's graphic adventure **Stranded**, now being offered at a bargain price, is being discovered anew by many other adventurers and consequently causing a number of familiar problems.

Robin Cornelius asks how to get through the air lock inner door. Simply pick the lock, Robin.

Mark Patterson is puzzled by the fuel capsule and time crystal. You must drop the crystal in the slot in the large control room. Similarly, the fuel must also be dropped in a slot.

Mark is also stuck in **Circus Adventure**. He has activated the generator, but doesn't know what to do next. I suggest you syphon some fuel for your car, Mark.

Ewan McPherson is having difficulty escaping from the whale's stomach in

**Philosopher's Quest**. You need to light a match and travel in the opposite direction to the smoke to find the exit.

Mark Hilton needs to follow the paved path off the old side street in Witherton to discover the cottage garden in **Project Thesius**. While Duggie MacDonald should strike a match to give the serpent heartburn in **Sphinx Adventure**.

I must thank Robert Henderson for a copy of **Eye of Zoltan**. It has enabled me to help Trevor Hicks and others to open a few doors. You need a bunch of keys and a password to establish the rights of way.

Finally I must thank James Mottram for his extensive hint sheets for **Dodgy Geezers** and Elizabeth White for the enormous help she has given so freely.

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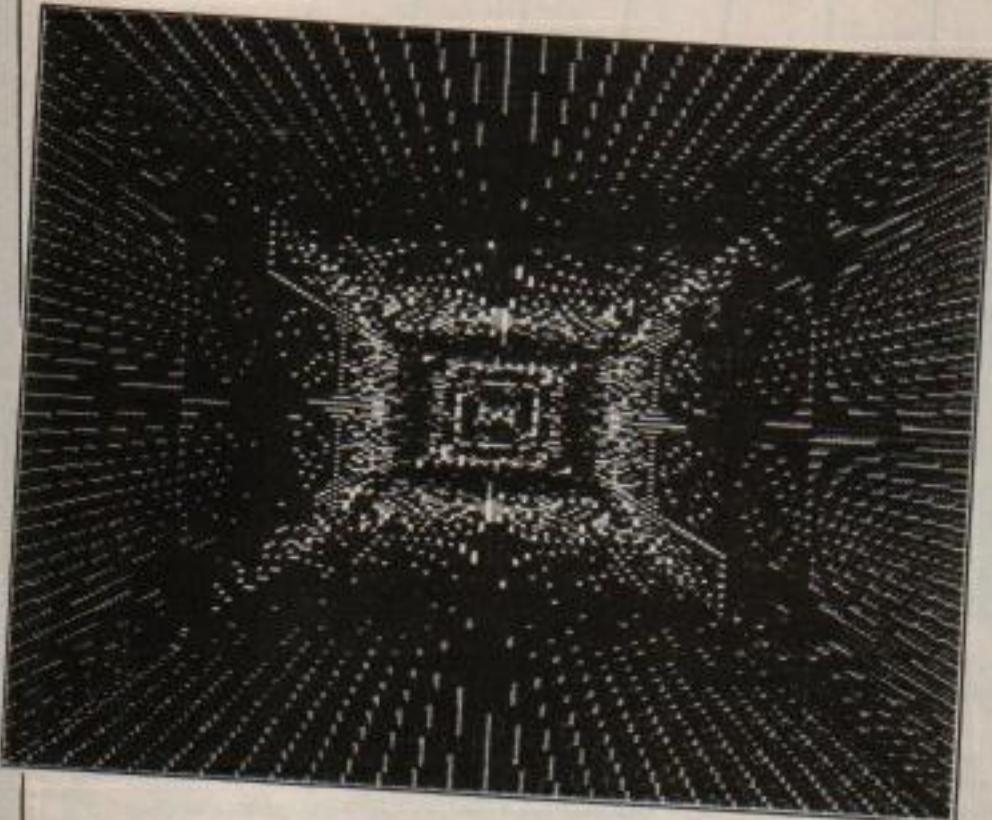
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# PALETTROnICS



SPECIAL effects caused by changing the palette always prove popular, and this quickie from Arthur Stone is no exception.

Apparently Arthur first wrote Palettronics for the Spectrum, but as the effects could only be achieved with

## LINERS

machine code he says it really came into its own after being re-written on the Electron – in Basic!

Get your sunglasses on before running it.

```

1 REM Palettronics
2 REM By Arthur Stone
3 REPEAT:MODE2:VDU23;828
2;0;0;0;:FORY% = 0 TO 2:COLOUR13
5:COLOUR0:PRINTTAB(3,Y%)STRI
NGS(14, ' '):NEXT:PRINTTAB(4,
1)PALETTROnICS:T% = 8:FORXX =
0 TO 1279 STEP 8:GCOL3,T%MOD6+1:
UNTILINKEY(-99)
MOVEY%,0:DRAW1279-X%,927:T%=
T%+1:NEXT:FORY% = 0 TO 927 STEP 4:
GCOL3,T%MOD6+1
4 MOVE0,Y%:DRAW1279,927-
Y%:T% = T%+1:NEXT:REPEAT:FORX%
= 0 TO 5:FORY% = 1 TO 6:VDU19,Y%,(X
%+Y%)MOD6+1,0,0,0:NEXT:NEXT:
UNTILINKEY(-99)

```

## ALIEN INVASION

SPACE invaders in 10 lines? You bet. While looking a touch daunting at just over 1k of machine code, this great little program from Richard Evans really shows what can be done with the minimum of code.

Use Z and X to move your laser base left and right and Shift to fire. After you have lost a game, the Electron will pause and wait for the

spacebar to be pressed before starting a new one.

Type in the first line exactly as shown, complete with abbreviations, or it will not be accepted into the program. Unfortunately there was not enough space for a sophisticated checksum routine, but you will be told if there is a typing error in the data lines.



```

10.4:P.TAB(13,10)'PLEAS
E WAIT...';:ST% = 3000:CK% = 0:
F,L% = 0 TO 8:READL$:F,L1% = 1 TO L
NLS-15,2:V% = EVAL("E"+MIDS(LS
,L1%,2));:ST% = V%:CK% = CK%+ST%
*V%:ST% = ST%+1:N.:IF CK% <
854024242 P."ERROR!" ELSE P
.TAB(10,10)'PRESS SPACE TO P
LAY';:CALL&3000
ZDATA 200432A91F80C50920
5A3020963020B031B008203F30B0
214C0E30A9E88558A933855120E2
3218ADC509C93FF005690880C509
2004324C08302004324C0330CEC8
091015A90480DCB09A90080DC909AD
C809F0034C0C304C073160AEC509
BEC709A901908009B02B33900009
BD68339D4009CA10
3DATA ECA90088DC0980C809
A91380C009491F8DC109A90480DCB
09A9F28558A93285514CE232ADC5
098DC609AEC609BD8009F012BC40
09BD0A83348B00009AA20C7326820

```

```

0920C732A92020EFFCEC009AEC0
0920C732A9E220EFF4C1F32ADC0
09C926F029A981A2BDA0FF20F4FF
E0FFD01CAEC009ACC10920C732A9
2020EFFEEC009AEC00920C732A9
E220EFFAD409D020A981A2FFA0
FF20F4FFEDFF0021860ADC0098D
C209ADC10980C309
7DATA A90180C409AEC209AC
C30920C732A92020EFFCEC309AD
C309D007A90080C4091860AEC209
ACC30920C732A9E320EFFAD009
8DC609AEC609BD8009F043ADC209
000009003BADC3090040090033A9
009D800980C409B04009800009AA
20C732A52020EFFFAEC209ACC309
20C732A92020EFF
8DATA A90720EFFCEC70910
0238601860CEC60910B01860A91F
20EFF8A20EFF984CEFFA981A2
90A0FF20F4FFE0FFD0F360A00081
50C92AF00720EFFC84CE4326016
0417E03C7EDBFF663C428117E1C3

```

```

24187ED8FF661817E218183C307E
7EFFC317E30808080808080817
000A200000000000
9DATA 00110011072A000306
090C0F1215000306090C0F121500
0306090C0F1215000306090C0F12
15000306090C0F1215000306090C
BF1215000306090C0F1215000306
090C0F12150000000000000000000002
020202020202040404040404
0406060606060606060808080808
0808080A0A0A0A0A0A
10DATA 0A0A0A0C0C0C0C0C0C0C0C
0C0C0E0E0E0E0E0E0E0E0E0E0E0E0
E0E0E0E0E0E0E0E0E0E0E0E0E0E0E0
E0E0E0E0E0E0E0E0E0E0E0E0E0E0E0
E0E0E0E0E0E0E0E0E0E0E0E0E0E0E0
E1E1E0E0E0E0E0E0E0E0E0E1E1E1E1
E1E1E1E11F0A0D11871100572045
204C204C2020204204F204E2045
20212A202044204F

```

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## Red-hot sequel

Product: Plan B2  
 Price: £1.95  
 Supplier: Bug-Byte, Victory House, Leicester Place, LONDON WC2H 7NB  
 Tel: 01-439 0666

SEVEN months after *Electron User* awarded Plan B the title of Golden Game, Bug-Byte has released its red-hot sequel called, surprise, surprise, Plan B2. So what novelties are in store for hardened fans of the original game?

Well, at first sight not a lot seems to have changed. To my disappointment there is still no use of colour, but I hadn't really expected Bug-Byte to have been able to do this and keep all the different characters moving around at the same incredible speed.

The plot on the inlay card looked familiar – which wasn't surprising, as it is identical to that of its predecessor. As plots go, it still holds up as a fairly decent scenario.

You are in control of a single war drone. Your job is to explore the Togrian Computer Complex, find and destroy all of the computer's parts, and escape intact.

This objective is complicated by the fierce and persistent security robots which patrol the complex's many rooms. Nasty beasts, these – they can fire two dozen rounds of laser bolts quicker than you can say micro-processor.

Your drone is fully equipped with a rapid-fire laser, but your ammo is limited. Replacement stocks can be found in various locations, usually guarded by more security guards.

You have a shield, too. This will absorb quite a number of enemy laser bolts, and you can even ram the security robots, causing them to disintegrate in a most undignified manner. Be careful, though, as repair kits for your shield are difficult to find.

In your search through the



complex's many rooms careful thought is required to reach your objective. Some walls block your targets, making them appear seemingly unreachable. That is, until you realise that they will disintegrate under fire.

Not all walls are this obliging. Some have hidden weak spots which you must find quickly while the robot guards are doing their level best to vapourise your shields.

There are sliding doors which can't be opened by anything short of a key. The keys are found dotted about, usually in the most awkward places, and come in four different types. It is most frustrating to battle your way up to a strategic door only to find the wrong key is in your sweaty clutches.

Oil cans and spanners sprinkled around the complex will replenish your shields, although more than once I was needlessly obliterated while trying for an unnecessary top-up.

The security robots are the bain of your life. No sooner has a whole batch been satisfactorily polished off – to the accompaniment of some very good sound effects – than an even larger horde materialises, drenching your drone in shield-depleting rocket fire.

This makes your quest to destroy the complex become almost secondary to hunting down the elusive cans of re-vitalising oil and searching out the odd pain-relieving spanner.

Upon being vapourised at the end of a fruitless game, you may object to the message that "You appear to have snuffed it", which is painfully obvious. But it's fun, all the way through.

The controls are identical to the original Plan B, as has been everything described so far. So now to the differences:

Firstly, in the original game your drone could only wander over black backgrounds. In B2 a most amazing scenery-masking technique is employed, allowing you to drift over



pillars, up walls and through certain floors.

Plan B had fairly nice-looking large sprites which were not animated. The sequel features extremely detailed lovingly-crafted beasties, all of which are animated in some fashion. They tend to be smaller though, to allow for more speed.

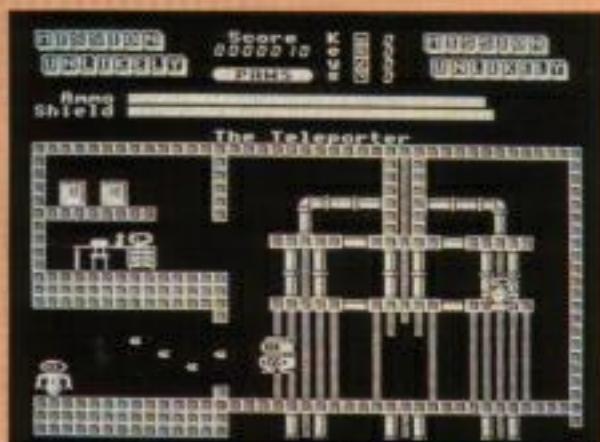
One annoying feature of Plan B was the bullets. These flickered at times. In Plan B2 however, not only is every single object 100 per cent flicker-free, but the whole game is faster than the original.

Although in black and white, Plan B2 exudes quality and craftsmanship, from the high-resolution metallic-looking sprites to the textured background of the computer complex.

Nothing seems to have been wasted here – every ounce of speed has been wrung out of the game, and at the expense of nothing whatsoever. I ran Plan B2 on both a BBC Micro and a Master 128, with neither being any faster at all than my Electron.

Generally, all sprite movement has been improved immensely. You can have no real idea of just what this means until you see the game in action. It is probably the best showcase of what your Electron can achieve that I have ever seen.

Chris Nixon



Sound	10
Graphics	10
Playability	10
Value	10
Overall	10



# Use the force, Luke!

Product: *Star Wars*  
 Price: £9.95 (cassette)  
 Supplier: Domark, 204 Worple Road,  
 London SW20 8PN.  
 Tel: 01-947 5622

SEVERAL years ago Atari released a coin-op arcade game based on that most famous of space adventure films, *Star Wars*. Employing fast moving vector graphics it was an instant success. Domark have now released a version for the Electron.

As in the original game, the action is divided into three scenarios – dogfight in space, through the towers and down the trench. These scenes are repeated with increasing difficulty as you proceed through the game.

Scene one is based on Luke's dogfight in space en route to the Death Star. The Empire's Tie-fighters zoom in at high speed, launch laser bolts, then veer away.

Using the four direction keys you steer the fighter's gunsights over the laser bolt and fire. The same tactics also work with the fighters, but the bolts must be your main priority. Each

hit you sustain destroys one of your shields – you begin the game with six. Lose every shield and the next hit will destroy your fighter.

If you survive the dogfight you are transported to the surface of the Death Star (though not on level one). Here you begin a strafing run through a forest of laser-firing defence towers.

I found this to be the easiest of the three scenes. By swinging your sights slowly left and right while pressing the fire button you can destroy all towers and laser bolts in your path without sustaining a hit.

The final scene is set in the trench. To destroy the Death Star you must travel its full length and accurately blast the exhaust port at the far end. Success is rewarded with an exploding Death Star.

On level one the only hazards in the trench are laser bolts – you can avoid these by flying high and left, only venturing down into the trench at the very end to zap the exhaust port.

Unfortunately these tactics don't work on the higher levels, where the trench is criss-crossed by barriers –



these must be flown over or under.

Unfortunately although *Star Wars* sounds attractive, the graphics are chunky (Mode 5), monochrome and at times, poorly defined. The gameplay is very sluggish and the controls are slow to respond. On top of this you have to sit through a 20k loading screen before the game starts to load.

All this adds up to a pretty dull, unexciting fare. I would advise you to try before you buy.

Nev Astly

Sound.....	3
Graphics.....	4
Playability.....	5
Value for money.....	5
Overall.....	5

# High flyer

Product: *Spitfire '40*  
 Price: £9.95 (cassette)  
 Supplier: Mirrorsoft, Athene House,  
 66-73 Shoe Lane, London EC4P 4AB.  
 Tel: 01-377 4645

ALL you lovers of those old World War II films can now train to become top fighter pilots with *Spitfire '40*, a new flight (or should that be fight) simulator from Mirrorsoft. With plenty of practice, skill and just plain good luck, you can rise to the rank of Group Captain and be decorated with the VC, DSO and DFC.

On starting, you are presented with five pilots' names from which you must select one. A log book for the pilot is then shown. This displays his name and rank, the number of flying hours clocked up, the number of victories and any medals awarded. I was disappointed not to be allowed to enter my own name here.

Finally, a menu is printed which shows the three game option. The first is a practice run which enables you to concentrate on learning how to fly the Spitfire without the worry of being shot at by enemy planes.

A successfull landing adds the flying hours to your log. Once you've clocked up enough hours and feel

fairly confident of your ability to fly you can try your hand at aerobatics in preparation for combat.

Combat practice places you in a situation where you can try out your technique. In this mode, crashing or being shot down does not count against you on your log.

Once you've had enough of this, you can move on to the real thing – air to air combat. First you are given your mission instructions. These tell you how many enemy planes there are and where they are situated in relation to the runway.

When airborne, you can have a map of the area you are currently flying over displayed on-screen. The enemy planes' positions and their heights are also indicated.

My favourite part of the game is the dogfight. I found it difficult to hit the enemy at first as it takes about a second for the shots to reach their mark.

Overall, the game is fairly easy apart from landing the Spitfire. The dogfights can be quite tense as the first time you shoot down an enemy aircraft you get a real feeling of achievement.

The instruction manual is clear and tells you all you need to know about the game. Not only that, it also gives



you a brief, but interesting, background history to the Spitfire and includes a small bibliography of books for anyone wishing to learn more about this great aircraft.

The one thing I found lacking was that almost undefinable something which makes a game addictive. I enjoyed playing it for short periods, but it isn't one of those I would automatically reach for when sitting down for a gaming session.

Desmond

Sound.....	6
Graphics.....	6
Playability.....	6
Value for money.....	6
Overall.....	6

# Winter Warmer

Program: Winter Olympiad 88

Price: £9.95

Supplier: Tynesoft Computer Software,  
Unit 3, Addison Industrial Estate,  
Blaydon, Tyne & Wear NE21 4TE.

Tel: 091-414 4611

**NOT** so long ago the market seemed to be swamped with sports games of every description. But all of them had one thing in common – joystick or keyboard bashing to the point of destruction.

My first thought when I saw the cassette inlay for Winter Olympiad 88 was "Not again . . .", but the sheer addictiveness of this game soon changed my mind.

The scene is set as soon as you open the box, with a four page introduction to the forthcoming Canadian winter olympics by TV presenter David Vine. It conjures up pictures of crisp, snow-covered and mist-shrouded mountains dotted with pine trees that rustle in the wind.

However, as the manual itself is only six pages long, all instructions, hints and tips for the six different events are squashed on to the last two pages in small, eye-straining print.

That aside, the first part of the game to load is the core, so called because it is the section of program which controls each event.

This takes rather a long time, but eventually a rotating scoreboard appears, which stops turning and asks for the number of participants and their names. A nice touch this, and the revolving scoreboard crops up again later after each event.

The first event – Bob Sled – is quite hard. Using only the Z and X keys to

apply left and right braking, you guide the bob-sled around each bend and curve of the icy channel, trying to squeeze as much speed as possible from the fragile-looking craft.

Banking too hard causes a heart-rending squeal of metal on ice, followed by the sled overturning, with the occupants falling out and ending up trapped underneath. It looks and sounds quite painful.

The scenery is animated quite well for an Electron game, with pine trees rushing – or creeping as some irreverent souls muttered – past to either side of your speeding toboggan.

Speed Skating is the next event and visually this is perhaps the best of all six. You are presented with two views of your player, one from the side and one from in front. These are synchronised quite well, with both heads bobbing together, and both sets of arms and legs swinging in unison.

I have to admit that pretty though it is, I'm not sure what purpose is served by splitting the display in this fashion. Nevertheless it looks good, even when the front view player banks sideways and his legs stop, while the side view player keeps his legs pumping steadfastly away!

Your controls for this event are the same as before, but this time an element of familiarity creeps in – you have to pump the keys alternately to gain speed and momentum.

There is an element of skill to this, however. Pressing the keys too quickly causes the skates to slip and you lose speed: Slow down and the speed needle starts to climb again.

The only niggle with this event – and with some of the later ones – is your inability to abandon the game if

you are fed up and want to move on to the next one.

Each event has three heats, and if there are four players participating with each heat lasting 1-2 minutes, it can take 15 minutes to move on to the next event.

Moving on to the Ski Jump, event three, you are greeted with a spectacular view of your player poised at the top of the jump. After the three beeps you are again pumping the Z and X keys for all you are worth.

This time, finger speed is vital if you are to gain enough momentum for a good jump.

As the man reaches the end of the slide, the scene switches to a side-on view of your player being catapulted into the air. Now the Z and X keys become alignment controls for the skis.

The skis tend to drift apart in flight, so you must keep them in line until landing. Otherwise not only could you lose points for bad style, but also you might end up unceremoniously sliding face-down in the snow.

I quickly tired of this event, as after a while the game turns into a monotonous frantic key bash, followed by a quick bit of ski-alignment. There isn't really enough skill in this one.

Event number four is the Giant Slalom, in which you rush downhill, guiding your skis between gates made of black and red poles.

This event was a lot more satisfying than the previous one, requiring lightning-fast reflexes to swing your player left and right through the gates.

These must be entered with the red pole to the player's left – your right – and in a panic this can easily be forgotten, resulting in doleful bongs from the computer's speaker as you accu-



The biathlon



The downhill

# WINTER OLYMPIAD 88

BBC ELECTRON



WIN  
A WINTER  
OLYMPIC  
HOLIDAY

TYNESOFT  
COMPUTER SOFTWARE

mulate penalties. At the end of each heat, any penalties add seconds to your score, and I can tell you that as a consequence mine was consistently worse than the other contestants.

The graphics for this event are very good indeed, accompanied by exhilarating whooshing noises as your skis cut swathes of snow at each turn.

The pole detection seemed very accurate, allowing some very tight squeezes to be accepted. But as soon as a pole is touched, it bends at an angle and you hear a warning tone – a highly addictive section of the game.

The Ski Slalom, event five, is next on the tape. This was quite good fun, and my favourite of the six events. Your viewpoint is from just behind and above your player's head as he plunges through the snow.

Gates appear to the left and right of you, leaving barely enough time to react and slalom to one side or the other to clear the poles.

You really do need a lot of skill for this one, as the poles leave little margin for error. Sometimes the gates are so far to one side of you they can't be seen and a large blue arrow suddenly appears, suspended in mid air, which points to either left or right.

It's quite a feeling when you actually manage to respond to one of these warnings in time and shoot straight between the poles at an incredibly tight angle.

Again, good graphics. A mountain range scrolls from side to side in the distance as you manoeuvre. The warning arrows are a nice touch, but I challenge anyone to respond to all of them in time.

Moving on to event six you join the Biathlon. This is the final event on the tape, and as such it is quite a good finale for a very entertaining package. It is really two events in one. You first

have to speed-ski up to a row of five targets using the Z and X keys, whereupon the screen expands to show the targets as a rifle-range with five bulls-eyes to hit.

Your rifle is then cocked – another nice touch achieved by clicking the cassette relay on and then off – and a black cross-hair moves down the target.

Pressing the spacebar fires your gun, and if the cross-hair is exactly over the bull at the time, you are rewarded with a satisfying smacking sound and the bull is coloured black. If

you miss, you hear an off-key ding, and your miss is marked with a red cross.

This exercise is repeated for all five paper targets before you must again shoulder your rifle and speed off into the snow to find the next cluster of targets.

Overall, Winter Olympiad 88 is an entertaining package, marred only by the slight monotony of some events, and the inability to fast-forward to the section of your choice.

The sound effects are by nature limited, but there is a nice jingle at the end of each event which you may recognise from previous televised Winter Olympics.

As an Electron game, it holds up against even the BBC Micro – I ran the programs on both machines, with no noticeable change in speed.

At £9.95 Winter Olympiad 88 has got to be good value, as you are effectively getting six games for your money, and there is going to be something for everyone in each.

Chris Nixon



Sound	9
Graphics	10
Playability	10
Value for money	10
Overall	10

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### WINTER 88 OLYMPIAD



### WINTER OLYMPIAD'88

Winter Olympiad '88 is undoubtedly the best winter sports simulation to date. It features the classic winter olympic events; Ski Slalom, Giant Slalom, Two man bob, Ski-Jump, Biathlon and Speed Skating. These have been depicted in a way not seen on any home computer before. The result is a phenomenally realistic and spell-binding game.

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# electron user ARCADE CORNER Compiled by MARTIN REED

**MOST Electron User** readers will know of the Slogger Master Ram board. Many, including Pendragon and I, are proud owners.

For a few months now, Pendragon has been bringing news of the many formerly BBC Micro-only adventures that now run on the Electron with the Master Ram Board, not to mention the new adventures that are being released specifically for the 64k Electron.

As yet, however, I don't know of any arcade games specifically designed for the expanded machine. Think of the amazing possibilities of a full 32k game with Mode 1 or 2 graphics. Such games would rival anything available for the BBC Micro or any other machine. What about two versions - one 32k and one 64k - on the same tape?

This month's pokes come from Justin Tyas from Woodham Ferrers, Essex, Mark Richardson from Barking, Essex, Jason Hassam from Stepney, London, Paul Shackels from Southgate, London, and Troy Helm from Carmarthen, Dyfed.

Share your hints, tips, pokes and pokes with fellow *Electron User* arcade addicts - but please ensure they are all your own work. Send them to:

Arcade Corner  
Electron User  
Adlington Park  
Adlington  
Macclesfield  
SK10 5NP

## *Gisburne's Castle* - Martech/Mastertronic

Alistair Fisher has written in from Thorpe Bay, Essex, with a plea for help with Martech's arcade adventure, *Gisburne's Castle*. He cannot open the trapdoor or the rusty door or get into the dungeons.

Alistair says he has had the game for nearly two years and is getting desperate. I have hardly played the game myself - perhaps some of our talented readers may be able to help? With the recent re-release of the game on Mastertronic's Ricochet label, I think we may be seeing more of *Gisburne's Castle*.

## *Tarzan Boy* - Alligata

Here's a simple tip for anyone who finds *Tarzan Boy* a bit slow - just press Break. This switches the sound off and causes the game to speed up. However, this only works once: If you press Break a second time the Tarzan Boy sprite will be corrupted, turning into a series of vertical lines. Be careful.

## *Spy vs Spy* - Tynesoft

Nathan Edmunds has written in with a request for help with *Spy vs Spy*. He has collected all the objects, but does not know how to put them in the briefcase.

He also wants to know which of them are actually needed to finish

## *Omega Orb* - Audigenic

*Omega Orb* features a cheat mode: Logon to a computer and type GROVEL. This gives you an extra life and can be used any time.

## *Soccer Boss* - Alternative Software

If football management is not your strong point, here's a cheat for Alternative Software's *Soccer Boss*. After the game has loaded, press Break, then type:

OLD  
LIST 32

The value of your initial financial resources is held in CA%, and your starting division in DIV%. Change these values to obtain more cash or to start in a higher division.

## *Starship Command* - Acornsoft

This short routine for Acornsoft's *Starship Command* doubles the rate at which your starship's shields are replenished.

```
10 P%=$5700
20 [OPT 2:PHP:PHA
30 LDA# rate:STA &3485
40 PLA:PLP:RTS: ]
50 rate=24
60 ??220=0:??221=$57
70 *FX 14,4
```

## *Snapper* - Acornsoft

Here's an unusual tip - a cheat for the rom version of Acornsoft's *Snapper*. Insert the cartridge and switch the machine on. Wait for about a second and press Escape. You should then be able to list the game's Basic loader. Delete line 40 and enter the following line:

80 !889=RND(0)

Then type RUN to load the rest of the program.

You will find you are only pursued by the red monster, and that you will be credited with the points of the current bonus fruit every time you pass your starting position, regardless of whether the fruit is actually displayed at the time.

Also, if you eat a power pill and catch the red monster - sending it back to its den - it will not come back out until you begin a new sheet. This allows you to complete the current sheet at your leisure.

Enter the listing and type RUN. Then chain *Starship Command* from the beginning as usual.

The value of rate can be anywhere between zero (shields replenished slowly) and 255 (very quickly). The default value is 12. Try setting rate to 255. You can now simply ram the enemy ships - an appropriate revenge.

The object is now in the case.

Objects in the briefcase show up as flashing symbols on the trapulator. You only need four items - passport, key, plans and money - to leave the embassy and win the game.

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# Character building

**The first instalment of a new series by ROBIN NIXON on how to create your own character sets**

OVER the next few months we'll be looking at ways of redefining the Electron's character set, seeing how to create new fonts for Epson-compatible printers and how to get a 40 character screen width in Modes 2 and 5, or even 80 characters in Mode 1.

This month we'll kick off with Program I, a font designer. It enables you to quickly and simply define and use complete character sets without having to type a single VDU 23 statement.

As you may know, to obtain more than 32 user-defined characters it is usually necessary to "explode" the character set by issuing a \*FX20 command.

This can be a bit fiddly and results in the loss of 256 bytes per set of characters. As we need 96 characters to create a complete set, that makes a total 768 bytes of memory required.

There is, however, another way. On a disc-based system we can just about squeeze our character definitions in pages &9, &A and &C of memory.

Tape users will need to use page &B, the function key buffer, in place of &A as this is the cassette input buffer which will be used for loading in the character sets.

So long as we don't try to BPUT or BGET using the cassette filing system, or define more than four envelopes there will be no problems.

Now that we've found somewhere to put our character sets, we need to tell the computer where to find them. This is achieved by altering the locations in page &3 as shown in the panel on the next page.

However, we need only be interested in the following three fonts: 32-63, numbers and punctuation, 64-95, upper case letters and 96-127, lower case letters.

Numbers and punctuation can go in page &9, uppercase letters in page

&A (&B for tape users) and lowercase letters in page &C. So to set up the extra user-defined characters we have to change four bytes like this:

```
?&367=&70 (bits 4 5 and 6)
?&368=&9
?&369=&A (&B for tape)
?&36A=&C
```

The three bits set in location &367 tell the computer to take the selected fonts from the specified

pages in ram rather than the rom look up table. Ok so far, but we still have one problem - no user-defined characters.

Well, this bit's up to you. Using Program I define your three parts of the font and save each with a different filename, such as FONT-N, FONT-U and FONT-L, where N is numerical, U is upper case and L is lower case.

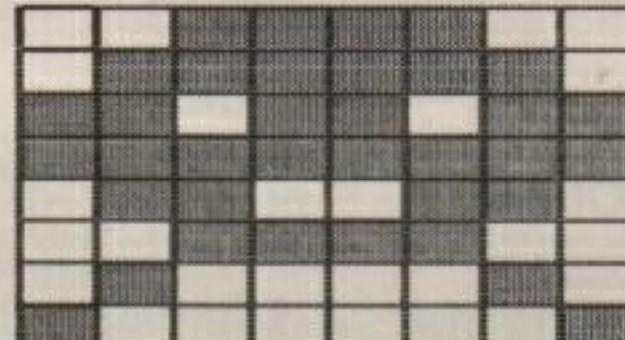
Then type in Program II, changing the filenames in lines 80-100 to those of your

new font. If you are using a tape system, don't forget to change the A00 in line 90 to B00 and the ?&369=&A in line 130 to ?&369=&B. You can now merge your programs on to the end with your new font replacing the Electron's standard one.

The character definer can also be used to create your own user-definable characters which need only be loaded in at &C00 saving

**Turn to Page 22 ▶**

## Character Definer 1988



RAM 1

RAM 2

RAM 3

224

**Use the cursor keys to move.**

**The space bar sets a point.**

**C clears the grid.**

**Press RETURN when you have finished.**

# Programming

## From Page 21

you typing VDU 23 statements and making your programs shorter.

● Next month we'll have a look at printing out the new

fonts on a Epson-compatible printer. In the meantime I'd be interested to receive any fonts you design: If there's room, I'll include a printout of the best one in a future article.

&900-&9FF	Extra envelope storage area, envelopes 5-16.
	Speech buffer.
	RS423 output buffer.
	Cassette output buffer.
	Cassette input buffer.
	RS423 input buffer.
&C00-&CFF	User-defined characters 224-255.

**&367** The font flag: This byte marks whether a particular set of 32 characters (font) is taken from rom or ram. If a bit is set the corresponding font is located in ram.

bit 6 characters 32-63
bit 5 characters 64-95
bit 4 characters 96-127
bit 3 characters 128-159
bit 2 characters 160-191
bit 1 characters 192-223
bit 0 characters 224-255

## &368-&36E

The font location bytes. These contain the high bytes for the location of each font. A font can only start at the beginning of a page so the low bytes are always 0.

### The main areas of memory used

#### Program I

```

10 REM Character set
20 REM definer
30 REM
40 REM By Robin Nixon
50 REM (c) Electron User
60 REM
70 DIM CH% 8,A%(8,8),OS%
100:CC$=""
80 MODE 5:VDU23;8202;0;0
;8:RR%12:SS%5
90 VDU 19,1,4,0,0,0
100 VDU 19,2,1,0,0,0
110 ON ERROR GOTO 570
120 *FX 4,1
130 *FX 11,8
140 *FX 12,8
150 *FX 20
160 PROCgrid
170 *FX 20
180 PROCshowall
190 VDU 31,0,18:COLOUR 3:
PRINT "To save or load a" file, press ESCAPE.":SPC 9
:COLOUR 2:PRINT "To edit a character" Select it using the cursor keys. Then press RETURN.":STRINGS(80,":COLOUR 1
200 PRINT "Which character?":
210 PROCselect
220 PC%=RR%12*((SS%5)/2)*8+224
230 PROCgetinfo(PC%)
240 CLS:PROCgrid:PROCshowall:PROCshowcharacter(0)
250 X%1:Y%1:VDU 31,3,16:PRINT:PC%:
260 VDU 31,0,19:COLOUR 2:PRINT "Use the cursor keys" to move.":COLOUR 1:PRINT "The space bar sets and resets a point.":COLOUR 2:PRINT "C clears the grid.":COLOUR 7:PRINT "Press RETURN when you have finished.":
280 REPEAT PROCCursor::FX

```

This is one of hundreds of programs available FREE for downloading on

**MicroLink**

In addition to these many BBC Micro programs in the MicroLink library will also run on the Electron.

```

=QQ%+AX(P%,Q%)*2*(8-Q%):NEXT
T:VDU QQ%:NEXT
380 GOTO160
390 DEFPROCgetinfo(PC%):X%=CH% MOD &100:Y%=CH% DIV &100:A%10:PC%:CALL &FF
F1:ENDPROC
400 DEFPROCgrid:VDU 31,2,0:COLOUR 3:PRINT "Character Definer":COLOUR 1:VDU 31,4,1:PRINT "R.Nixon 1988":GCOL 0,2
410 FOR J%1 TO 9
420 MOVE J%*72,896:DRAW J%*72,688
430 MOVE 72,(J%+16)*36-4:DRAW 648,(J%+16)*36-4
440 NEXT
450 ENDPROC
460 DEFPROCcursor:GCOL 3,1:MOVE X%*72,(10-Y%+16)*36-4:DRAW (X%+1)*72,(10-Y%+16)

```

```

*36-4:DRAW (X%+1)*72,(9-Y%+16)*36-4:DRAW X%*72,(9-Y%+16)*36-4:DRAW X%*72,(10-Y%+16)*36-4:ENDPROC
470 DEFPROCshowcharacter(flag)
480 FOR J%1 TO 8
490 FOR K%1 TO 8
500 AX(J%,K%)=0:IF (CH%?J%) AND (2^(8-K%)) AX(J%,K%)=1:PROCset(J%,K%) ELSE IF flag PROCset(J%,K%)
510 NEXT
520 NEXT
530 ENDPROC
540 DEFPROCshowall:VDU 28,12,13,19,5:CLS:COLOUR 3:FOR J%224 TO 255:VDU J%:IF J% MOD 8=7 PRINT
550 NEXT:VDU 26,31,12,14:COLOUR 7:COLOUR 129:PRINT C
C$:COLOUR 128:ENDPROC
560 DEFPROCset(P%,Q%):GCOL 0,AX(P%,Q%):PLOT 4,0%*72+8,(10-P%+16)*36-8:PLOT 4,(Q%+1)*72-8,(10-P%+16)*36-8:PLLOT 85,Q%*72+8,(10-(P%+1)+16)*36:PLLOT 85,(Q%+1)*72-8,(10-(P%+1)+16)*36:PLLOT 69,460+Q%*8,476+(9-P%)*4:ENDPROC
570 *FX4
580 *FX 11,20
590 *FX 12,2
600 ON ERROR CLS:REPORT:P
RINT " at line ";ERL:END
610 MODE 6:PRINT "Do you want to save this character set"::PROC:IF G$="N" OR G$="n" GOTO640
620 PRINT ".*.
630 INPUT "Enter file name ? "$OSX:CC$=$OSX:$OSX-*SAVE "+$OSX+" C00 D00":X%=$OSX MOD &100:Y%=$OSX DIV &100:CALL &FFFF:GOTO 80
640 PRINT "Do you want to load a character set"::PROC:IF G$="N" OR G$="n" PRINT ".*.
650 INPUT "Enter file name ? "$OSX:CC$=$OSX:$OSX-

```

#### Program II

```

10 REM Character set
20 REM Loader
30 REM
40 REM By Robin Nixon
50 REM (c) Electron User
60 REM
70 MODE 6
80 *LD. COMP-N 900
90 *LD. COMP-U A00
100 *LD. COMP-L C00
110 ?&367=870
120 ?&368=89
130 ?&369=8A
140 ?&36A=8C

```

This listing is included in this month's cassette tape offer. See order form on Page 53.

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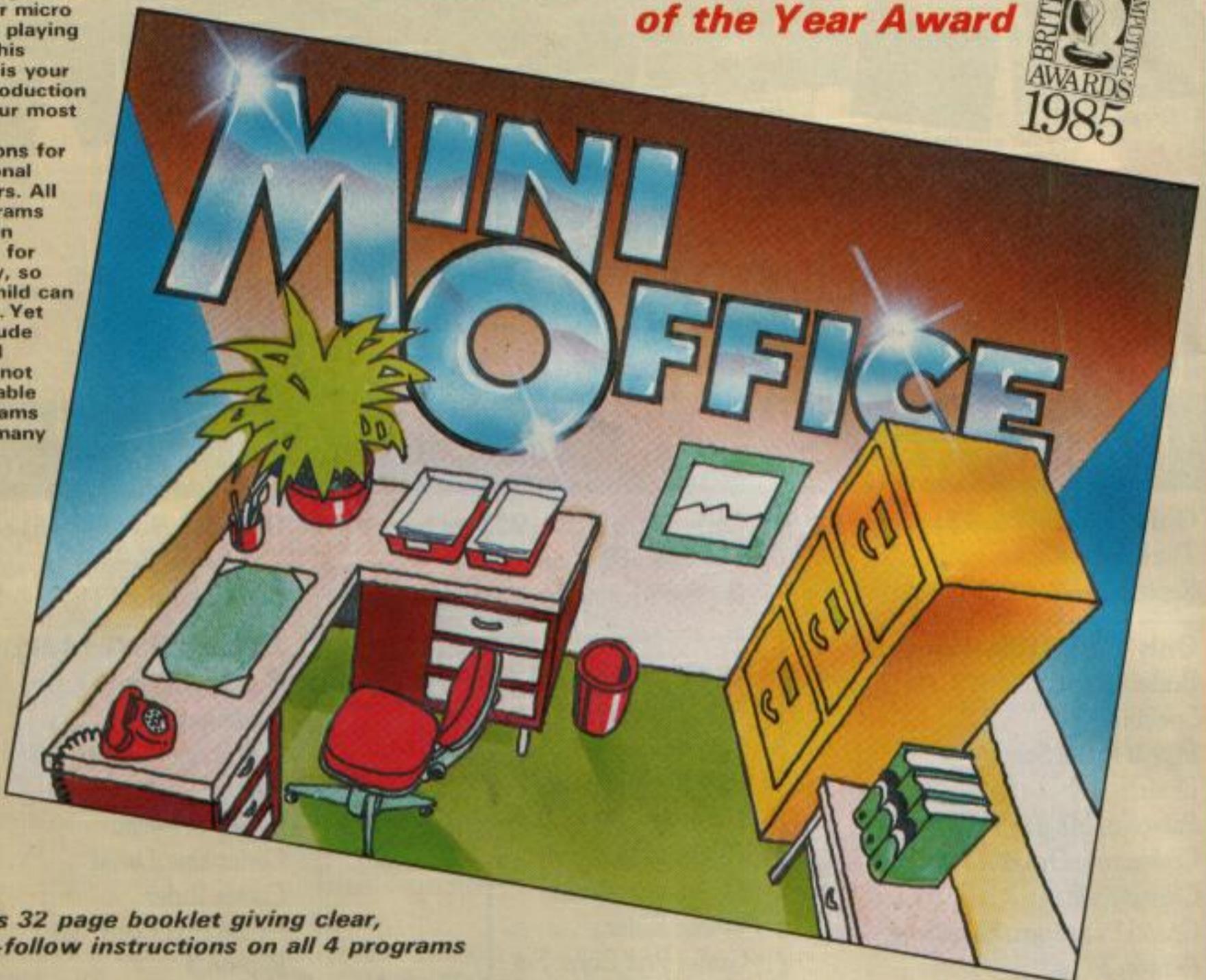
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**TO ORDER PLEASE USE THE FORM ON PAGE 53**

RAINBOW is a powerful graphics program suitable for many drawing applications. It features advanced drag and rounding facilities to help take the rough edges off your designs.

The program works in Mode 5, thus giving four ink colours. It can draw lines, rectangles, circles and fill enclosed areas. It also provides several brush sizes and shapes and uses five drawing speeds.

After completing your work of art you can save your picture to disc or tape and later reload it.

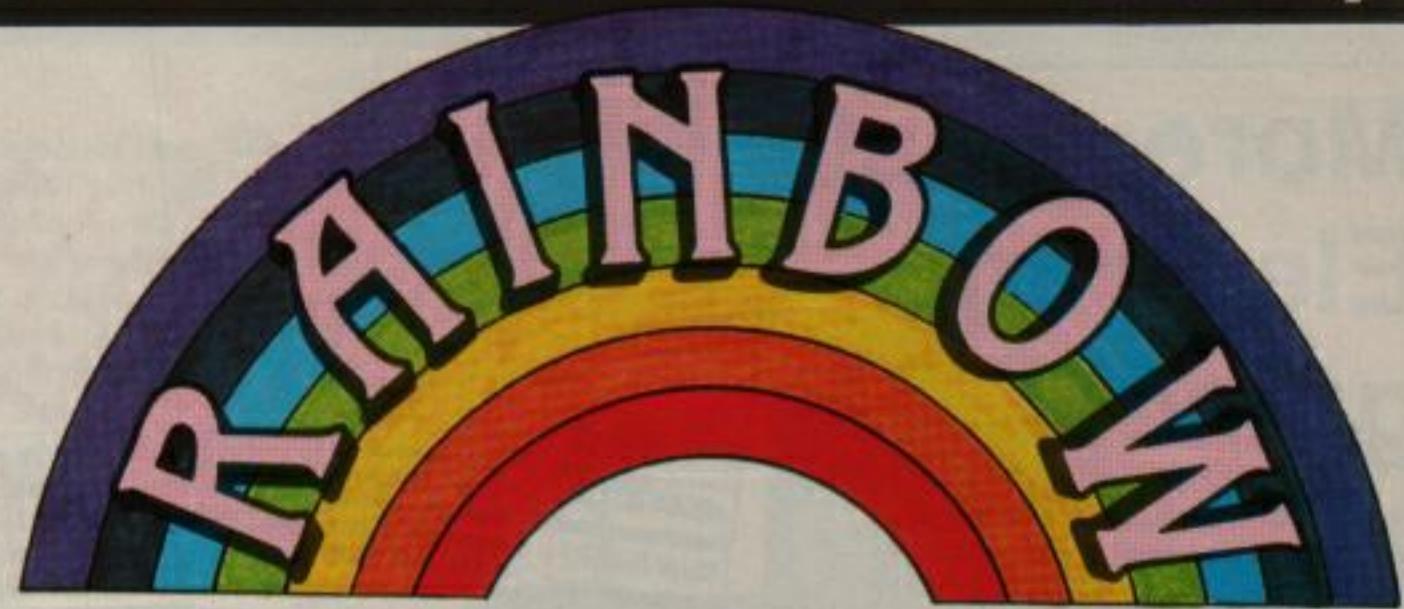
In fact the only main feature it doesn't have is a screen dump to output the picture to the printer. This is because there are so many different printers and dumps that it was felt logical to leave dumping a saved screen up to you.

Rainbow has been made as easy to operate as possible. You only have to use the cursor keys and spacebar.

All functions are represented at the top and bottom of the screen as icons which can be accessed by moving the cursor to them and pressing the spacebar.

You can see these icons along with an explanation of their functions in Figure I.

At start-up certain icons have been pre-selected: The



## ROBIN NIXON introduces a colourful computer-aided design utility

ink is set to red, the drawing speed is one and the pen has been selected.

On the screen you will see a flashing square box. This is the nib of the pen, brush or other icon you are using.

If you press the spacebar the computer beeps and the ink is turned on. If you then move the cursor, the pen draws on the screen. If you press the spacebar again the computer beeps and the ink is turned off. Once you've typed in the program, try practising with the options.

There are 10 icons at the top of the screen. The first four control the colour of the ink and the next five control the nib's speed.

Speed five is quite slow and so is ideal for intricate design work, as any slips of the nib will result in minimal

errors. On the other hand speed one is very fast and is useful for drawing large objects.

The tenth icon is erase. To avoid accessing this function accidentally you must select it twice. When you've finished practising with the top set of icons try out erase.

Now for the bottom 10 icons. First is the pen – the one you have been using until now, unless you've selected another option.

The next icon is scatter. This works in the same way as the pen, but draws a pattern of scattered dots.

The next two icons are the small and large brushes. They work in a similar way to the pen except that the ink comes out in one of two larger sizes.

Icon five at the bottom is line draw. If you take a look at Figure II you'll see that line draw enables you to

beeps at a different pitch to tell you it has remembered the position of the nib.

As you move the pen about, a line is dragged until you press the spacebar again, whereupon the line is placed on the screen.

The next icon, rectangle draw, is similar to line draw except that you can drag rectangles around the screen. Figure III shows how this works

Looking at Figure IV you will see that the seventh

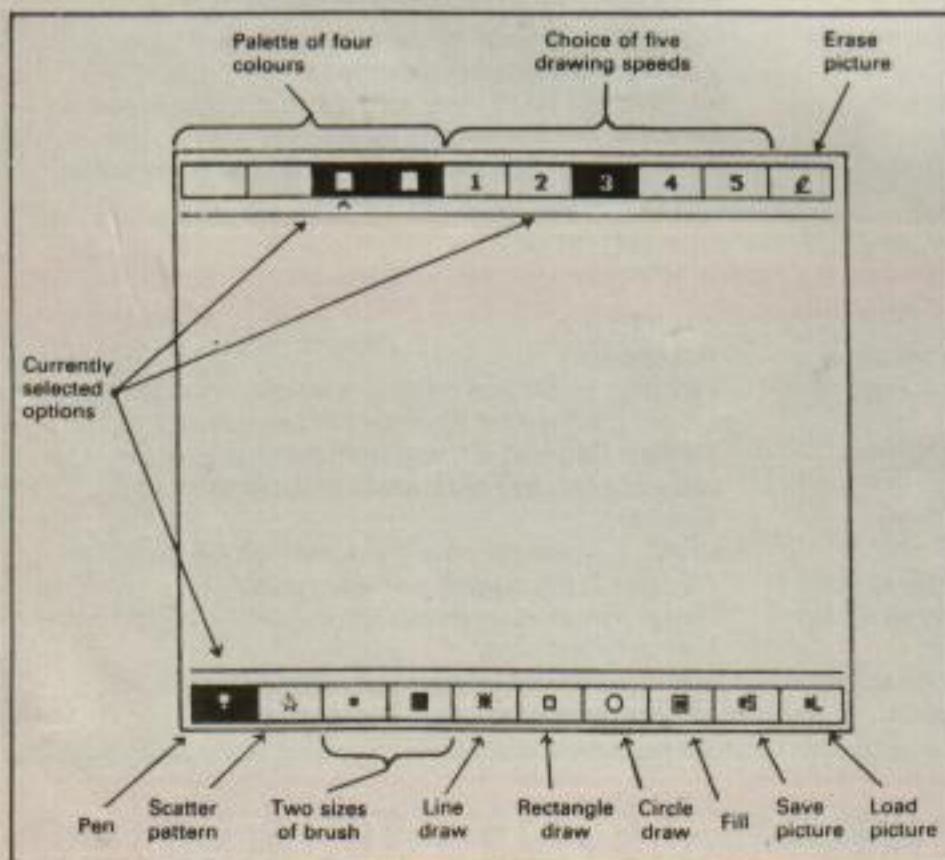


Figure I: The screen icons

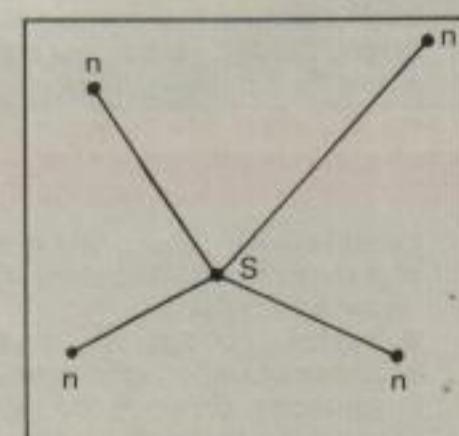


Figure II: Using rubber-banding to drag lines from start position (S) to Nib position (n)

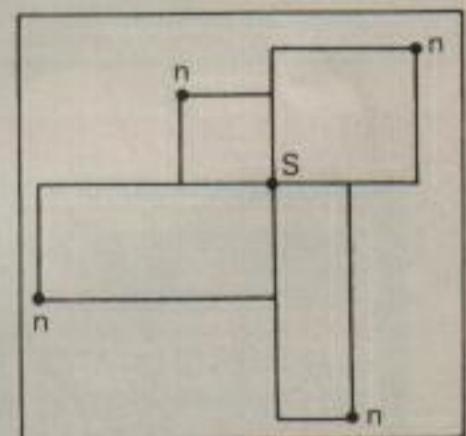


Figure III: Dragging rectangles from start (S) to Nib position (n)

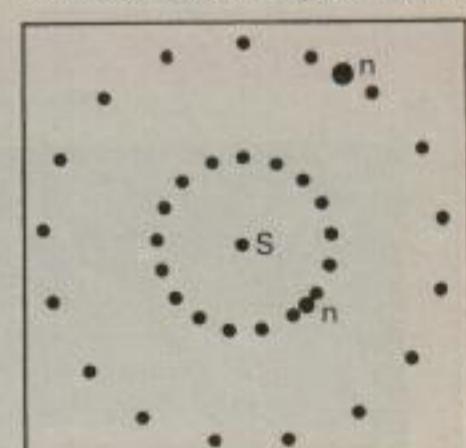


Figure IV: Dragging a circle's circumference from start position (S) to Nib position (n). Until the circle is drawn on the screen it is represented by a number of dots.

drag a line around until it is exactly where you want it before placing it on the screen.

When you press the spacebar the computer

# More great Electron games

This month we introduce a new volume in our *Ten of the Best* series - 10 more games to give you many hours of fun and entertainment.

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**Jam Butty:** Machine code simulation of high drama on a building site.  
**Golf:** Play a round by yourself, or play against your pals.  
**Haunted House:** Fight against all the odds to get out alive.  
**Space Hike:** Another classic, help the spaceman avoid marauding monsters.  
**Parky's Peril:** Help Parky through an invisible maze, racing against time.

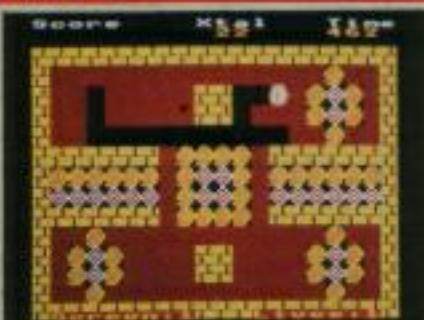
**Rally Driver:** All the thrills of high-speed driving with none of the risks.  
**Alphaswap:** Your letters are in a twist. Can you put them in order.  
**Knockout:** Fast and furious action as you batter down a brick wall.  
**Money Maze:** Avoid ghosts and collect coins in an all-action arcade classic.  
**Lunar Lander:** The traditional computer game specially written for the Electron.

## Volume 2

**Atom Smash:** Machine code thrills as you help to save the world from destruction.  
**Bunny Blitz:** Go egg collecting, but keep away from proliferating rabbits.  
**Castles of Sand:** Build castles - but beware the rising tide and hungry sandworms.  
**Reaction Timer:** Test your reactions with this traffic lights simulation.  
**Solitaire:** The Electron version of the age-old game.

of logic and patience.  
**Jumper:** Jump for your life in this exciting arcade action game.  
**Break free:** Test your wits and reflexes in this popular classic ball game.  
**Code breaker:** Crack the code in a colourful if frustrating brainteaser.  
**Parachute:** Save the plunging sky divers from a watery end.  
**Star fighter:** Attack the bandit ships in this fast-moving 3D punch up.

## Volume 3



**Rockfall:** Come diamond mining in this fun packed game with its own screen designer.  
**Karate Warrior:** Win your black belt in this gruelling test of karate skill.  
**Grand Prix:** Battle your way into the lead in this tricky racing simulation.  
**Invasion Force:** Can you survive wave after wave of relentlessly advancing aliens.  
**Grebit:** Guide the frog across the busy road then across the fast-flowing river!

**Fruit Worm:** Steer the worm towards the fruit while avoiding rocks and its ever-growing tail.  
**Manic Mole:** Watch out for melting platforms and conveyor belts in your quest for jewels.  
**Skramble:** Fly your fighter fast and low over the landscape to penetrate enemy territory.  
**Mr. Freeze:** You'll need speed and strategy to reach the ice blocks before they melt away.  
**Paint Roller:** Steer a speeding roller, run over paint pots but keep clear of the rocks.

## Volume 4



**Lunar Invasion:** Defend the moon from wave after wave of marauding aliens in this superb multi-screen arcade game.  
**Howzat:** Try not to get caught out in this vivid recreation of a day's test cricket.  
**Snapdragon:** Enjoy this two-player micro version of the familiar card game.  
**Day at the Races:** Fancy a flutter? You can bet your shirt in safety in this two-player horse racing game.  
**Reversi:** Combine cunning and chance as you try to out-think your Electron at this classic

board game.  
**Fishing:** Relax and enjoy a quiet afternoon by a shady brook. You'll regret if you let this one get away.  
**Cavern Capers:** Escape from the depths of the planet by blasting oil drums and dodging deadly fireballs.  
**Craal:** Escape from the maze and win the beautiful princess in this superb text adventure.  
**Oxo:** High strategy meets low cunning in a logic game to strain your brain.  
**Missile Attack:** Defend your city from a missile invasion and save it from certain doom.

**NEW**

TO ORDER PLEASE USE THE FORM ON PAGE 53

icon, circle, is slightly different from the previous ones.

Once you've pressed the spacebar to register the centre of a circle you will see a series of dots appear in a ring. These spread out as you move the cursor.

The circumference of the circle represented by the dots lies exactly on your new nib position. The dots are used because drawing circles in Basic takes a long time and you would not be able to achieve the real time dragging effect.

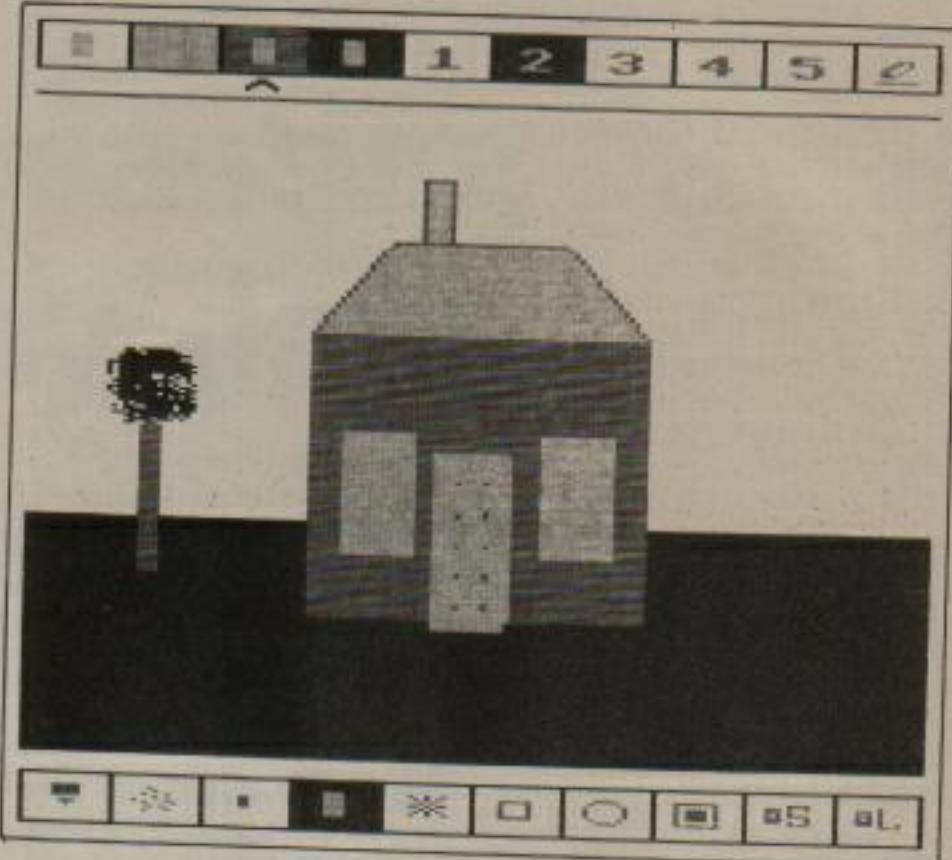
The fill icon is a partial fill routine. When you press the spacebar with the fill icon

selected, the area underneath is filled in with the current ink.

As this is only a partial fill it may take three or four goes to fill an object entirely.

The last two icons are to save and load pictures. As their names suggest, these options either save or load the picture to or from disc or tape. The picture is saved under the filename PICTURE.

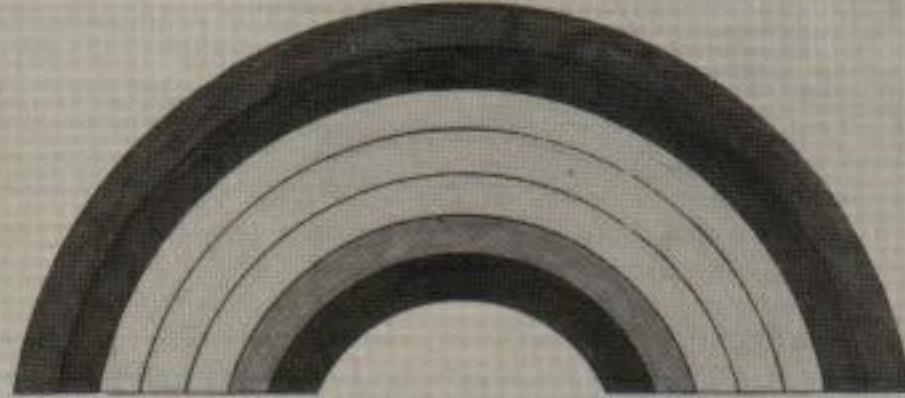
If you are using a tape recorder make sure you have wound the cassette to the correct place when saving or loading as none of the normal messages will be displayed.



```

10 REM      RAINBOW
20 REM
30 REM By Robin Nixon
40 REM (c) Electron User
50 REM
60 MODE5:VDU 23;8202;0;0
;0;
70 PROCinitcircle:*OPT 1
,0
80 P%:640:Q%:512:+FX16
90 VDU 28,0,1,39,0
100 VDU 19,0,4,0,0,0
110 VDU 19,1,0,0,0,0
120 VDU 19,2,1,0,0,0
130 VDU 19,3,2,0,0,0
140 VDU 23,240,73,42,20,1
07,20,42,73,0
150 VDU 23,241,0,126,66,6
6,66,66,126,0
160 VDU 23,242,60,66,129,
129,129,129,66,60
170 VDU 23,243,255,129,18
9,189,189,189,129,255
180 VDU 23,244,14,26,58,1
00,104,112,0,255
190 VDU 23,245,15,233,232
,175,225,233,15,0
200 VDU 23,246,8,232,232,
168,232,233,15,0
210 VDU 23,249,62,62,62,6
2,0,28,8,0
220 VDU 23,250,16,8,34,8,
130,33,20,34
230 VDU 23,251,0,0,24,24,
24,24,0,0
240 VDU 23,252,60,60,60,6
0,60,60,60
250 VDU 23,253,0,0,0,24,2
4,0,0,0
260 VDU 23,254,255,195,16
5,153,153,165,195,255
270 VDU 23,255,62,34,34,4
2,34,34,62,0
280 VDU 24,0,96,1279,927;
:GCOL0,129:CLG:VDU 26
290 GCOL0,3:MOVE 0,1023:0
RAW 1279,1023:DRAW 1279,963
:DRAW 0,963

```



```

300 MOVE 0,0:DRAW 1279,0:
DRAW 1279,64:DRAW 0,64:MOVE
0,92:DRAW 1279,92
310 MOVE 0,931:DRAW 1279,
931
320 FORXX=0TO1279STEP128:
MOVE XX,0:DRAW XX,64:NEXT
330 VDU5:FORXX=0TO3:MOVEX
XX*128+4,1019:PROCbox(0,XX):
GCOL0,1
340 MOVE XX*128+32,1004:V
DU252:NEXT:GCOL0,2
350 FORXX=1TO5:MOVEXX*128
+420,1000:VDUXX*48:NEXT:MOV
E 1184,1000:VDU244
360 GCOL0,2:FORXX=1TO4:MO
VEXX*128-96,48:VDUXX*248:NE
XT
370 FORXX=1TO4:MOVEXX*128
+416,48:VDUXX*239:NEXT:FORX
X=1TO2:MOVEXX*128+934,48:VD
UXX*244:NEXT:CRX=255
380 XX=640:YX=512:X1X=640
:Y1X=512:X2X=640:Y2X=512:G
COL3,2:PL0T4,XX-32,YX+12
390 VDU255:GCOL0,3:Y1X=51
2:NX=2:FX=1:RX=4:CX=2:BRX=0
:BFX=0:EFX=0
400 EFX=0:SFX=0:SF1X=0:C
FX=0:CF1X=0:CF2X=0:BBX=0:FF
X=0:WFX=0:HY=40
410 MOVE BBX*128+4,60:X3X
=0:Y3X=0:PROCbox(4,0)

```

```

550 IF (Y2X<990 AND YX>99
0) AND EFX=1 GCOL4,0:DRAW X
2X,Y2X:PL0T69,X2X,Y2X:GCOL0
,CX:EF1X=0
560 IF (Y2X>64 AND YX<64)
AND EFX=1 GCOL4,0:DRAW X2X
,Y2X:PL0T69,X2X,Y2X:GCOL0,C
X:EF1X=0
570 IF EFX=1 GCOL4,0:DRA
WX2X,Y2X:DRAW XX,YX:GCOL0,C
X:GOT0650
580 IF SF1X=1 AND Y2X<990
AND YX>64 AND RX=5 SF1X=1 E
LSE IF (Y2X<990 AND YX>990)
OR (Y2X>64 AND YX<64) AND
SF1X=1 SF1X=0
590 IF SF1X=1 GCOL4,0:MOV
E XX,YX:DRAWXX,Y2X:DRAW X2X
,Y2X:DRAWX2X,YX:DRAW XX,YX:dra
WX2X,YX:DRAW XX,YX:GCOL0,CX
:GOT0650
600 IF FBFX=1 AND RX=5 MOVE
XX-32,YX+12:VDUFRX:GOT0650
610 IF CFX=1 AND Y2X<990
AND YX>64 AND RX=5 CF1X=1
ELSE IF (Y2X<990 AND YX>990)
OR (Y2X>64 AND YX<64) AND
CFX=1 CF1X=0
620 IF CF1X=1 GCOL4,0:LX=
SQR(ABS(XX-X2X)*ABS(XX-X2X)
+ABS(YX-Y2X)*ABS(YX-Y2X)):F
OR JX=0 TO 1:FOR KX=0 TO 30
STEP 4:PL0T 69,X2X+LX+AX(K
X,0)/100,Y2X+LX+AX(KX,1)/10
0:NEXT KX,JX:GCOL0,CX:GOT06
50
630 IF FFX=1 AND YX>64 AN
D YX<990 AND RX=5 PROCfill:
GOT0650
640 PL0TRX,XX,YX:Y2X=YX:XX
=XX
650 GCOL3,2:PL0T4,X1X-32,Y
X+12:VDUFRX:GCOL0,CX:X1X=XX
:Y1X=YX
660 UNTIL 0

```

Turn to Page 28 ►

# Utility

◀ From Page 27

```

670 DEFPROConoff:REPEAT U
NTIL NOT INKEY -99
680 S%=(XX-64)/128:IFY%<>
992 GOT0750
690 IFWF%>0 AND S%<>9 MOV
E 1156,1019:PROCbox(4,0):WF
X=0
700 IF S%<4 MOVE CX*128+3
2,952:GCOL4,B:VDU94:C%=$X:M
OVE C%*128+32,952:VDU94:GCO
L0,C%:GOT0960
710 IF S%>9 WF%=>WF%+1:MOV
E 1156,1019:PROCbox(4,0):SO
UND1,-15,120,1:IF WF%>2 WF%
=0:VDU24,0;96;1279;927::GCO
L0,129:CLS:VDU26
720 IF S%>9 GOT0960
730 MOVE (N%/2+3)*128+4,1
819:PROCbox(4,0):N%=(S%-3)*
2:MOVE (N%/2+3)*128+4,1019:
PROCbox(4,0):H%=(5-(S%-4))*8:GOTO 960
740 GOT0960
750 IFWF%>0 MOVE 1156,101
9:PROCbox(4,0):WF%>0
760 IFY%<>36 GOT0910
770 IF S%<8 MOVE BB%*128+
4,60:PROCbox(4,0) ELSE SOUN
D1,-15,120,1
780 IF S%<8 EF%>0:SF%>0:C
FX=0:BF%>0:FF%>0
    790 ON S%+1 GOTO 800,810
    ,810,810,820,830,840,850,86
    0,880
    880 BF%>0:GOT0900
    810 BR%=$I+249:BF%>1:GOTO
    900
    820 EF%>1:X2%>X%:Y2%>Y%:G
    OT0900
    830 SF%>1:X2%>X%:Y2%>Y%:G
    OT0900
    840 CF%>1:X2%>X%:Y2%>Y%:G
    OT0900
    850 FF%>1:GOT0900
    860 MOVE S%*128+4,60:PROC
box(4,0)::*SAVE PICTURE 58C0
    7040
    870 MOVE S%*128+4,60:PROC
box(4,0):GOT0960
    880 MOVE S%*128+4,60:PROC
box(4,0)::*LOAD PICTURE 58C0
    890 MOVE S%*128+4,60:PROC
box(4,0):GOT0960
    900 BB%>S%:MOVE BB%*128+4
    ,60:PROCbox(4,0):GOT0960
    910 IF EF1%>1 GCOL3,2:PLD
    T4,X1%+32,Y1%+12:VDUCR%:GCO
    L0,C%:MOVE X2%,Y2%:DRAW X%,
    Y%:GCOL3,2:PLD,4,X1%+32,Y1%+1
    2:VDUCR%:GCOL0,C%:X2%>X%:Y2%
    =Y%:GOT0960 ELSE IF EF1%>1
    R%>5:GOT0960
    920 IF SF1%>1 GCOL3,2:PLD
    T4,X1%+32,Y1%+12:VDUCR%:GCO

```

```

    L0,C%:MOVE X%,Y%:DRAW X%,Y%
    %:DRAW X%,Y%:X2%>X%:Y2%>Y%:G
    DRAW X%,Y%:X2%>X%:Y2%>Y%:G
    0L3,2:PLD,4,X1%+32,Y1%+12:VDU
    CR%:GCOL0,C%:R%>4:SF1%>0:G0
    T0960 ELSE IF SF1%>1 R%>5:G0
    T0960
    930 IF CF1%>1 SOUND1,-15,

```

```

    ,108,0:PLD,4,X1%+32,Y1%+12:VDU
    0,8,0:PLD,4,X1%+32,Y1%+12:VDU
    50:ENDPROC
    980 DEFPROCinitcircle:DIM
    A%>(32,1):X%>0:FOR A=PI TO P
    I*3 STEP PI/16:A%>(XX,0)=SIN
    (A)*100:A%>(XX,1)=COS(A)*100
    :X%>X%+1:NEXT:ENDPROC
    990 DEFPROCfill:Y4%>Y%:BC

```

```

    X=POINT(XX,Y%):IF BC%>C% EN
    DPROC
    1000 GCOL0,BC%+128:PROCmid
    dle(4):PROCmiddle(-4):MOVE
    X%,Y%:R%>4:SOUND1,-15,120,1
    :ENDPROC
    1010 DEFPROCmiddle(0D%):Y4
    %>Y%:PLD,4,X1%+32,Y1%+12:VDU
    0,96;1279;927::MOVE X2%+L%
    *A%>(31,0)/100,Y2%+L%*A%>(31,
    1)/100:FOR J%>0 TO 31:DRAW
    X2%+L%*A%>(J%,0)/100,Y2%+L%*A%>(J%,1)/100:NEXT:CF2%>1
    940 IF CF2%>1 VDU26:X2%>X%
    %:Y2%>Y%:R%>4:CF1%>0:GCOL3,
    2:PLD,4,X1%+32,Y1%+12:VDU
    CR%:GCOL0,C%:CF2%>0:ENDPROC
    950 IF R%>5 R%>4:F%>1:GOT
    0960 ELSE R%>5:F%>0
    960 SOUND1,-15,100*R%>450
    ,1:ENDPROC
    970 DEFPROCbox(BC%,CC%):P
    LOT 0,8,0:GCOLBC%,CC%:PLD,4

```

This is one of hundreds of programs now available FREE for downloading on

**MicroLink**

In addition to these many BBC Micro programs will also run on the Electron.

```

    1010 DEFPROCmiddle(0D%):Y4
    %>Y%:PLD,4,X1%+32,Y1%+12:VDU
    0,96;1279;927::MOVE X2%+L%
    *A%>(31,0)/100,Y2%+L%*A%>(31,
    1)/100:FOR J%>0 TO 31:DRAW
    X2%+L%*A%>(J%,0)/100,Y2%+L%*A%>(J%,1)/100:NEXT:CF2%>1
    1020 REPEATX4%>Z1%+(Z2%-Z1
    )/2:MOVE X4%,Y4%:PLD,4,X1%+32,Y1%+12:VDU
    0,96;1279;927::MOVE X2%+L%*A%>(31,0)/100,Y2%+L%*A%>(31,1)/100:NEXT:CF2%>1
    1030 UNTILPOINT(X4%,Y4%)>0
    BC% OR Y4%>927 OR Y4%<96:EN
    DPROC

```

*This listing is included in this month's cassette tape offer. See order form on Page 53.*

## JOYSTICKS—THE COMPLETE SOLUTION

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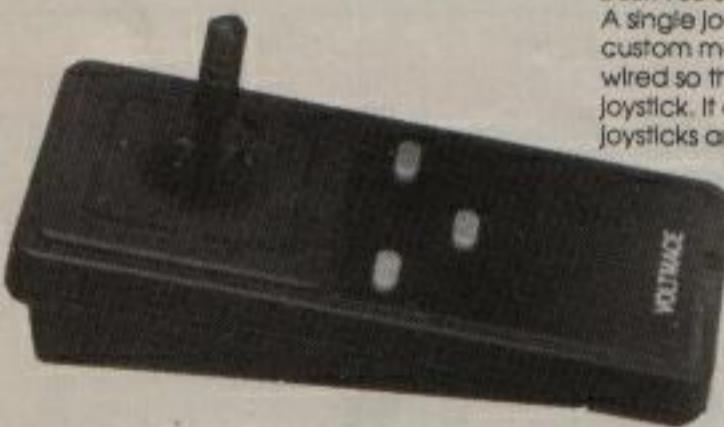
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WE have seen recently that even the professional weather forecasters with all their super computers can't always forecast the weather properly.

In my household, the cat will accurately tell us what the weather's like. If he won't stir from his chair to go outside, the chances are it's cold, wet or both.

Seriously though, this month we start on some interfaces that will allow us to monitor certain aspects of the weather, so you'll be able to keep a record of weather conditions.

Future articles will detail software, and also a bit of general information about the weather. You'll also find that the circuits we consider will be of use in other applications as well, so even if you're not a budding meteorologist, read on.

The first circuit we'll build is for a thermometer – an instrument that not only allows us to measure the current temperature, but with suitable software will also give us a maximum and minimum. It will automatically record the highest and lowest temperatures recorded since the computer was turned on.

The temperature sensor circuit is based upon the differential amplifier we looked at last month. I used a silicon diode for the temperature sensor, and the

circuit is shown in Figure I.

The preset resistor VR1, is a bit like the potentiometer we first met in part four of this series. It's a component whose electrical resistance we can vary, though for a preset resistor we use a screwdriver or something similar to adjust the resistance.

Presets are used where we need to adjust a circuit very infrequently. In this case, we use the preset to adjust the zero degrees C reading for each thermometer to be the same.

The amplifier used is the useful little CA3140. As we mentioned last month, unlike most operational amplifiers, the 3140 is quite happy to run off +5V, without a 5 volt supply. This means we can power

the circuit directly from the Plus 1.

It doesn't take very much current, so we won't be in danger of overloading the Electron's power supply.

In this circuit the resistor values used are quite important as they set the gain, and hence the behaviour, of the circuit. Stick to the values given, and use five per cent tolerance components if at all possible.

Ok, let's start building. A piece of stripboard is used, and in addition to the parts on the circuit diagram you'll need a socket for the operational amplifier.

Apart from cutting out the risk of damage while soldering, it allows you to get the op amp out of the board and use it for other projects if you need to.

The socket required is called an 8-pin DIL socket and is available from most electronic component stockists. In addition, you'll need a 3.5mm jack plug and socket for the temperature probe. (Figure II.)

Eventually we'll be putting all the weather monitoring circuits into one box, so for the time being we'll leave them uncased.

The layout of the stripboard is shown in Figure III, where as usual, X marks the tracks which need to be cut.

Solder in the wire links first, followed by the DIL socket, then the resistors.

Now check everything, especially the track breaks and the soldering below the socket. It's surprisingly easy

to put a blob of solder across two tracks.

Finally, build the temperature sensor. Take care to get the diode the right way around. If you're quite sure all is well, you can plug in the operational amplifier.

Turn off the Electron and connect the circuit to the Plus 1 analogue port.

The circuit is connected to a terminal block by wires which are pushed into the terminal block holes and then the screws tightened up. At this point, we can plug in the temperature sensor.

Turn on the Electron. If all is well the computer will behave normally. Put your finger on the operational amplifier chip. It shouldn't be hot. If it is, turn the micro off and check your wiring.

Now for the fun part. Using Program I, adjust the preset until a value of about 150 is displayed on the screen:

```
5 REM Program I
10 REPEAT
20 PRINTTAB(10,10) " ;FN
adval;" :
30 UNTIL FALSE
40 :
50 DEFNadval:=INT(ADVAL(1
)/256)
```

Now hold the diode end of the temperature probe between your fingers. The reading should gradually increase as the temperature of the probe rises.

Then let the diode cool down – or help it by putting it in the fridge or freezer.

**Turn to Page 30 ▶**

# Forecasting sunny days

**JOE PRITCHARD introduces the Electron User weather station**

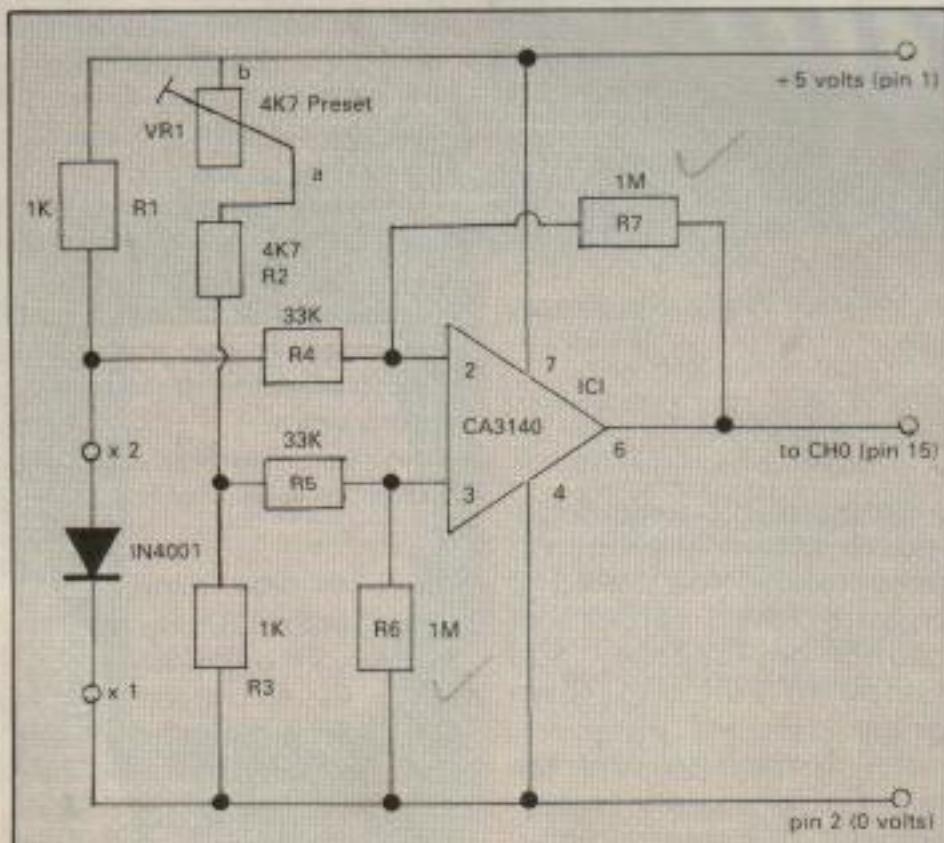


Figure I: The temperature sensing circuit

# Hardware Projects

## ◀ From Page 29

You should see the reading fall.

If this occurs, congratulations, you have a working thermometer. If not, check the wiring.

The easiest mistake to make is the diode connection. Check it's the right way round. If it is, check that the operational amplifier is in the socket the right way around, and check all your connections again.

I decided that we should try and cover a temperature range from a little below zero degrees Celcius to around 40 degrees. This will cover most situations, assuming Britain doesn't suddenly go tropical or start an ice age.

The first point to mark is the zero point. Keep the program running and mix some ice cubes and cold water. Let them stand for a while, and while there is still solid ice in the water pop the temperature probe in (waterproof it first with tape!).

Give it a quick stir, then leave it for five minutes to allow the probe to get to the surrounding water temperature.

Adjust the preset to get a reading of about 10 and record this somewhere. Call this value *temp0*.

You can use either a small screwdriver to adjust the preset or a filed-down knitting needle or piece of plastic rod.

The advantages of using plastic or any other non-conductor to adjust this component are that no variation of the signal due to the

electrical field picked up by your body is noted.

If you use a jeweller's screwdriver, the value returned by FNadval will flicker until you remove your hand.

This adjustment should be made carefully, as a small movement on the preset causes a relatively large change on the reading returned.

Now you'll need a normal thermometer and some warm water from the tap. Put the probe in the warm water – which should be around 35 degrees C – and again allow it to reach the water temperature.

Now record the reading taken on the thermometer, calling this value *temp*, and the reading displayed on the micro, call this *temp40*.

If the value displayed is above 255 either cool the water slightly or decrease the sensitivity of the thermometer.

Because the diode responds to temperature changes in a predictable fashion, we can now write a function to convert the reading returned by FNadval to a temperature.

What we need to do now is work out the relationship between the displayed value – between zero and 255 – and the temperature. So, first of all, calculate the following:

$$\text{counts per degree} = \text{temp}/(\text{temp40}-\text{temp0})$$

Here we're simply using the difference between the readings obtained at zero and *temp* degrees C to

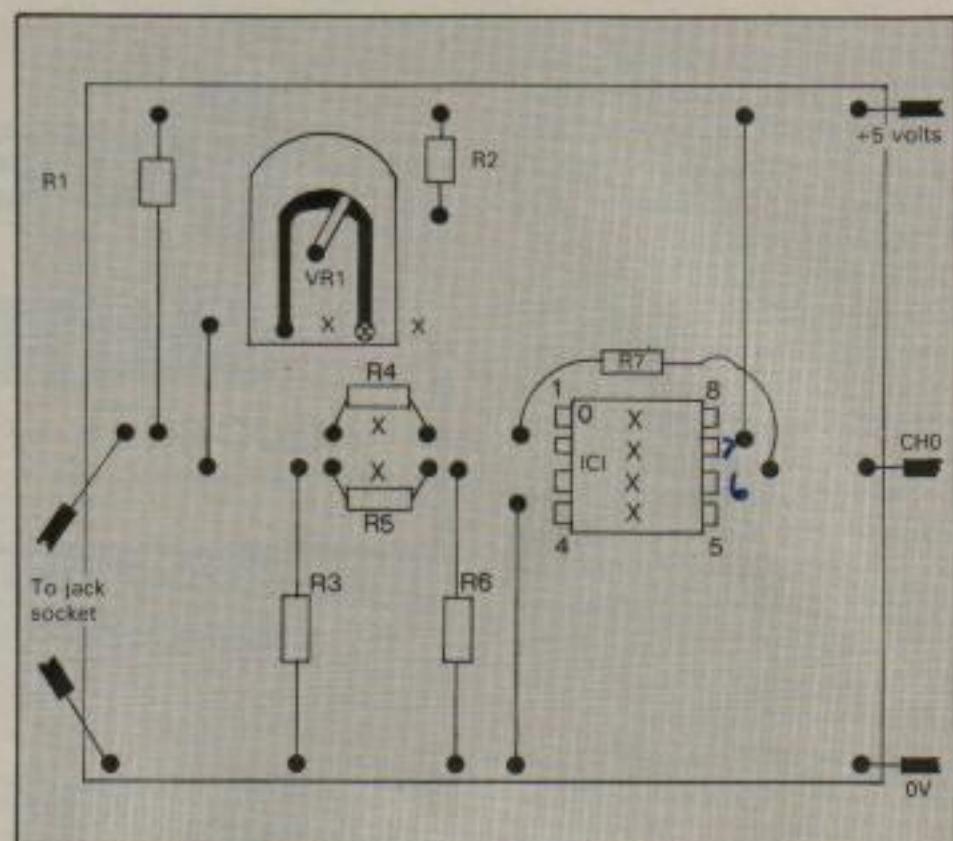


Figure III: Layout of the circuit

calculate the number of ADC counts returned by FNadval for a single degree.

Now, we can use this to convert any reading from FNadval in the range zero to 255 into a temperature in degrees C. The formula is:

$$\text{temperature} = (\text{reading}-\text{temp0})/\text{counts per degree}$$

We need to subtract *temp0* from the FNadval reading returned because the circuit wasn't set to return a value of zero for zero degrees C.

As a worked example, one of my prototypes was set to record eight at zero. At 38 degrees a value of 252 was returned. Therefore:

$$\text{counts per degree} = (252-8)/38 = 6.4$$

Assume now, that we have a reading from FNadval of 200. What is the temperature? Well, we simply say:

$$\text{temp} = (200-8)/6.4 \\ \text{temp} = 30$$

Program II is a short listing to return the correct temperature. You'll need to change the values of *counts-per-degree* and *temp0* to suit your own circuit.

If you need to vary the range of temperatures covered by this thermometer, then decrease the values of

the 33k resistors connected to pins 2 and 3 of the CA3140.

```

5REM PROGRAM II
10 :I=&20209
20 REPEAT
30 PRINTTAB(10,10) "F
Ntemperature; C"
40 UNTIL FALSE
50 :
60 DEFFNadval
70 =INT(ADVAL(1)/256)
80 DEFFNtemperature
90 counts_per_degree=6.4
100 temp0=17
110 =(FNadval-temp0)/counts_per_degree

```

This will decrease the gain of the amplifier and so increase the range of temperature covered, by virtue of the fact that a larger change in temperature will be needed to get a similar change in value returned by FNadval.

Calibration is just the same. If you want to experiment, try a value of 47k for each resistor. However, it's important to remember that both resistors must be the same value – if you change one, you must change the other as well.

● In the next instalment of the Electron User weather station, I'll detail some software for the thermometer, and also outline suitable housings for the diode probe in the garden. We'll also look at ways of measuring humidity.

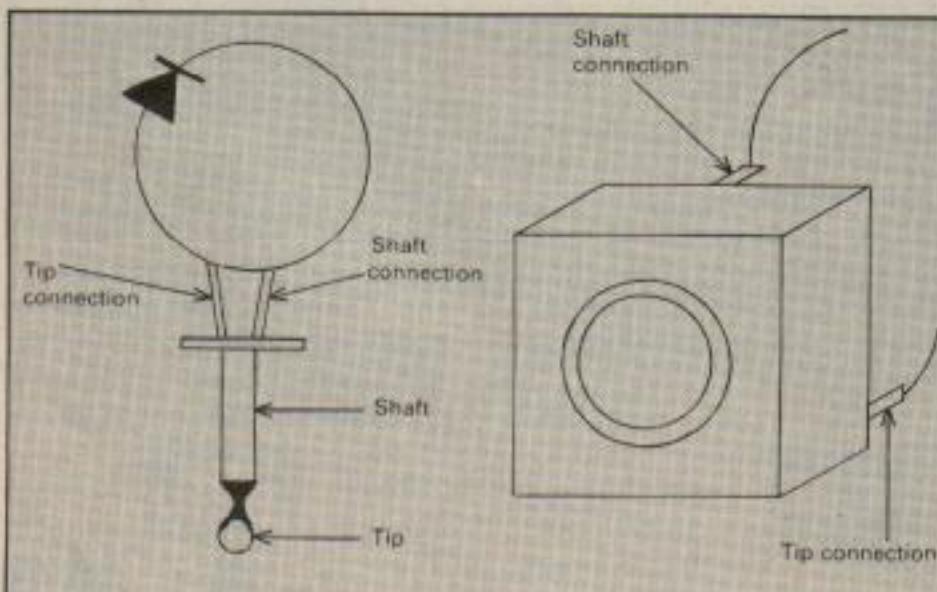


Figure II: 3.5mm jack socket

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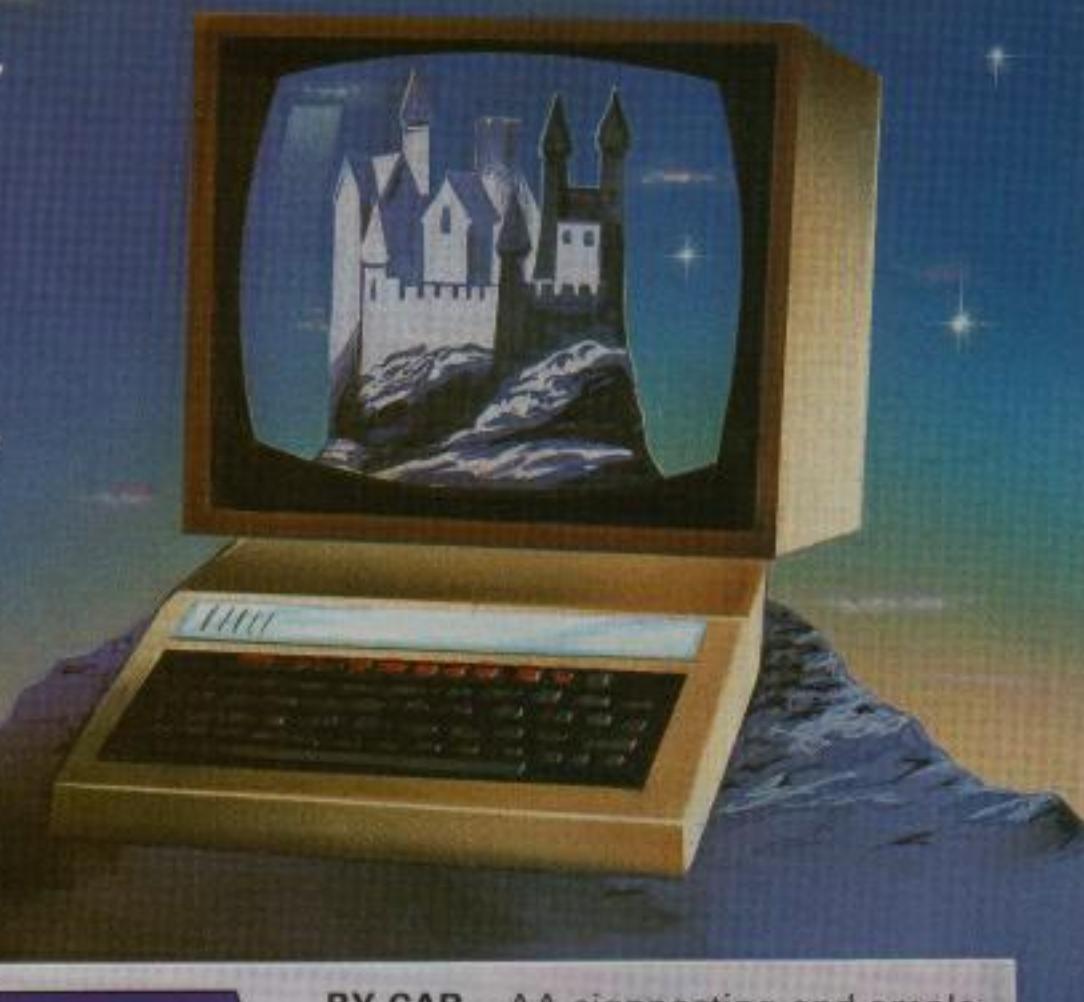
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A267

LOOKING at the latest arcade games released by the software houses, you may wonder how they produce such amazing animated sprite-like characters.

The days of designing sprites on scraps of paper have long gone, and now all graphic artists and programmers have an array of tools and utilities they can call on to make the process much easier.

I first introduced the subject of sprites two and a half years ago in the July 1985 issue of *Electron User*. Since then we have had many requests for more information on this complex programming task.

In this article I'll present a sprite designer and next month we'll see how to print, move and animate our sprites on the screen.

Your first task is to enter and save the designer – the listing accompanying this article. Once this is done you can create some sprites

for next month's machine code routines to manipulate.

When the designer is run you'll be presented with the working screen. This shows the sprites you are working on, the current pen colour, pen status, sprite number and large, magnified copy of the current sprite. Figure 1 shows what the screen looks like during an editing session and clearly indicates the position of all the sprites, along with the designer's status.

When you first run the program you won't have any sprites on the screen, so let's create some.

All your drawing is carried out on the large magnified sprite in the centre of the screen. You can move the cursor using the cursor keys, set a pixel by pressing Copy and delete one by pressing Delete.

At the moment the pen is up, so you can freely move the cursor round the screen without drawing anything.

## Let's bring your screen to life

**Create animated characters with ROLAND WADDILOVE's easy-to-use sprite designer**

Press P to put the pen down and move the cursor around – you'll see that it now leaves a trail in the current pen colour.

This mode is useful for painting large areas of the

sprite. One point to watch out for though – you can't delete anything by pressing Delete with the pen down as it draws the point again immediately you've deleted it. Either lift the pen up by pressing P again or select the background colour for the pen.

The currently selected pen colour can be changed by tapping the C key. All subsequent plotting with Copy or drawing with the pen down will be in the colour indicated.

You can fill the four available pens with different inks – equivalent to VDU 19 in Basic – by pressing I. You'll first be asked to input the pen number, followed by the new ink, 0-15.

If you've been experimenting with the commands so far you'll have noticed that whatever you draw in the large editing box is also repeated on a small scale in the top left corner of the screen. This is the sprite you are designing real-size.

You can work on up to four at any one time so let's leave sprite zero, the default one, and create sprite one. Press number 1 and after a slight delay you'll be presented with a clean editing box.

Now design a new sprite.





<b>Cursor keys</b>	Move the cursor.
0-3	Select a sprite.
<b>Shift+0-3</b>	Copy the current sprite to 0-3.
<b>AZ&lt;&gt;</b>	Scroll the sprite up, down, left and right.
<b>P</b>	Pen up or down.
<b>Copy</b>	Set a pixel.
<b>Delete</b>	Delete a pixel.
<b>S</b>	Save current sprite.
<b>L</b>	Load current sprite.
<b>C</b>	Select pen colour.
<b>I</b>	Select ink (VDU 19).
<b>N</b>	New sprite.

Table 1: A summary of the commands

```

10 REM Sprite Designer
20 REM By R.A.Waddilove
30 REM (c) Electron User
40 ON ERROR OSCLI'FX178,2
55:OSCLI'FX4':REPORT:PRINT
" at Line ";ERL:OSCLI'FX12,4
":END
50 MODE 5
60 PROCinitialise
70 PROCscren
80 PROCedit
90
100 DEF PROCinitialise
110 *FX16
120 *FX4,1
130 *FX12,7
140 VDU 19,15,7;0;
150 VDU 23,255,248,136,136
,136,248;0;
160 VDU 23,254,112,112,112
,0;0;
170 VDU 23,8202;0;0;0;
180 ENDPROC
190
200 DEF PROCscren
210 DRAW 0,140:DRAW 1278,1
40:DRAW 1278,8:DRAW 0,0
220 MOVE 198,712:DRAW 998,
712:DRAW 998,180:DRAW 198,18
0:DRAW 198,712
230 COLOUR 15:PRINT TAB(1,
6):0 1 2 3:TAB(12,3
0)"PenUp":TAB(1,28)"Sprite:0"
TAB(1,30)"Pen":;:COLOUR 1:PR
INT:1
240 x$=0:y$=0:sx=0:ox=0:cx
=1:p%=$
250 ENDPROC
260
270 DEF PROCedit
280 opt$=" !#0123SLNP1
,::/"
290 REPEAT k$=INKEY$9:PROC
cursor(k$)
300 K$=INSTR(opt$,k$):IF K
$>1 THEN ON K$-1 GOSUB 1040,
1040,1040,1040,420,420,420,4
20,690,910,550,600,400,1130,
1190,1280,1380,1470
310 K$=ASC k$:IF K$=127 PR
0Cplot(k$)
320 IF K$=136 x$=x$+(x$>0)

```

Designing a sprite

At any time you can press 0 to go back to the first sprite and 1 again to edit the second one.

When designing animated sprites with say, four frame animation, the frames are often very similar and usually there are just one or two changes each time.

To save time and effort, the current sprite you are working on can be copied to any other sprite by pressing Shift+0-4. If you are still working on sprite one press Shift+2 and it will be copied to sprite two. Don't forget you are still working on sprite one – if you want to work on this new sprite frame you'll have to press 2.

If at any time, you wish to completely erase a sprite and start all over again press N – New. Once this is done you can't get it back again so take care. Remember though, you can copy the current sprite to another one for safekeeping before erasing it.

All that remains is loading and saving. Press S to save the current sprite. Now use the cursor keys to enclose the portion of the sprite you wish to save – you don't need to save all of it. Press Return to confirm and then

enter the filename at the prompt.

It's always best to position the sprite in the top left corner of the editing box before saving it, otherwise you'll also be saving a lot of empty space. So before pressing S (in fact, you can position it at any time) you can move it using <, >, \* and ? to scroll it around the editing box.

Loading is much simpler – all you need to do is press L and enter the filename.

These commands always act on just the currently selected sprite, so first press 0-3 to select the one to load or save before pressing S or L.

Take care when inputting the filename as an error may cause the program to stop and display an error message, all your work will then be lost. You can abort the command by just pressing Return when prompted for the filename.

That just about covers all the designer's commands. Table 1 gives a brief summary. Your task now is to create four sprites for next month, when I'll present a machine code sprite print routine.

Turn to Page 35 ►



REPTON AS A BABY



REPTON AT SCHOOL



REPTON AS A TEENAGER



REPTON AT WORK



REPTON AS AN OLD MAN

# The Life Of Repton



Repton fans have begged, cajoled and pleaded with us to release another set of screens for our Repton 3 game. How could we refuse? Our lovable hero returns again to star in 40 new screens that vividly depict Repton's life-story.

**The Five Ages of Repton:**— At first we see Repton as a baby: a mewling infant surrounded by teddy-bears, humpty-dumptys, and aggressive clockwork toy-soldiers. Then Repton is a whining school-boy, creeping like snail unwillingly to school, with his pens, his calculator, and a bundle of homework. And then Repton during his teenage years becomes a spiky-haired punk armed with a ghetto-blaster and a collection of records. Then Repton goes to work: we see a harried office-manager amidst computers, photocopiers, and endless cups of coffee. Last scene of all, that ends this strange eventful history, is Repton as an old-age pensioner searching for his false-teeth, his spectacles, his "pint of stout", and his well-polished war-medals.



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◀ From Page 33

```

%*8,991-y%*4:MOVE 200+x%*32,
700-y%*16:VDU5,254,4
670 ENDPROC
680
690 REM ***** Save *****
700 A%=&5940+S%*80
710 x%=&0:y%=&0
720 GCOL 3,15
730 REPEAT
740 MOVE 200,700-(y%+1)*16
:DRAW 200+(x%+1)*32,700-(y%+1)*16:DRAW 200+(x%+1)*32,700
750 K%=&GET:*FX21
760 MOVE 200,700-(y%+1)*16
:DRAW 200+(x%+1)*32,700-(y%+1)*16:DRAW 200+(x%+1)*32,700
770 x%=&x%+(K%=&136 AND x%>0
)-(K%=&137 AND x%<23):y%=&y%+(K%=&139 AND y%>0)-(K%=&138 AND y%<31)
780 UNTIL K%=&13 AND x%+y%>0
790 IF x% x%=&x% DIV4
800 BX=&B02:2&B00=x%:?&B01
=y%
810 FOR X%=&0 TO x%
820 FOR Y%=&0 TO y%
830 ?BX=?((AX+X%*8+&140*(Y% DIV8)+Y%MOD8)
840 BX=&BX+1
850 NEXT
860 NEXT
870 PROCinput('Save:'):IF
name$="" THEN RETURN
880 OSCLI"SAVE "+name$+ B
890 "+$STR$(BX-&B00)
890 RETURN
900
910 REM ***** Load *****
920 A%=&5940+S%*80
930 PROCinput('Load:'):IF
name$="" THEN RETURN
940 OSCLI"LOAD "+name$+ B
950 BX=&B02
960 FOR X%=&0 TO 2&B00
970 FOR Y%=&0 TO 2&B01
980 ?(AX+X%*8+&140*(Y%DIV8)+Y%MOD8)=?BX
990 BX=&BX+1
1000 NEXT
1010 NEXT
1020 GOTO 440
1030
1040 REM ***** Copy *****
1050 A%=&5940+S%*80:BX=&594
0+(K%-2)*80
1060 FOR Y%=&0 TO 3
1070 FOR X%=&0 TO 44 STEP 4
1080 !(BX+X%*Y%*8+140)=!(AX+
X%*Y%*8+140)
1090 NEXT
1100 NEXT
1110 RETURN
1120
1130 REM ***** VDU 19 *****
1140 PROCinput('Pen:'):A%=&V
AL name$.
1150 PROCinput('New ink:'):
B%=&VAL name$.
1160 VDU 19,A%,B%;0;
1170 RETURN
1180
1190 REM ** Left Scroll ***
1200 *FX178,0,0
1210 FOR X%=&1 TO 24
1220 FOR Y%=&0 TO 31
1230 GCOL 0,POINT(X%*8+0%,9
91-Y%*4):PLOT 65,0,-4
91-Y%*4):PLOT 65,-8,0
1240 NEXT
1250 NEXT
1260 GOTO 440
1270
1280 REM ** Right Scroll **
1290 *FX178,0,0
1300 FOR X%=&22 TO 0 STEP -1
1310 FOR Y%=&0 TO 31
1320 GCOL 0,POINT(X%*8+0%,9
91-Y%*4):PLOT 65,8,0
1330 NEXT
1340 NEXT
1350 GCOL 0,0:MOVE 0%,991:DR
AW 0%,991-31*4
1360 GOTO 440
1370
1380 REM *** Up Scroll ***
1390 *FX178
1400 FOR Y%=&1 TO 32
1410 FOR X%=&0 TO 23
1420 GCOL 0,POINT(X%*8+0%,9
91-Y%*4):PLOT 65,0,4
1430 NEXT
1440 NEXT
1450 GOTO 440
1460
1470 REM ** Down Scroll ***
1480 *FX178
1490 FOR Y%=&30 TO -1 STEP -1
1500 FOR X%=&0 TO 23
1510 GCOL 0,POINT(X%*8+0%,9
91-Y%*4):PLOT 65,0,-4
1520 NEXT
1530 NEXT
1540 GOTO 440
1550
1560 DEF PROCinput(prompt$)
1570 VDU23,1,1;0;0;0;
1580 COLOUR143:COLOUR0:PRIN
TTAB(0,8)SPC19;CHR$13;prompt
$;:INPUT"name$"
1590 VDU 23,8202;0;0;0;
1600 COLOUR128:COLOUR15:PRI
NTTAB(0,8)SPC20
1610 ENDPROC

```

This listing is included in this month's cassette tape offer. See order form on Page 53.

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Many thousands of years ago however, during a terrible war, an entire planet was destroyed and now leaves a legacy of deadly asteroids floating in the narrow passageway of the strait.

The supreme council assembles and calls in you, Sebastian Jones, their finest star pilot and navigator extraordinaire.

His eminence, the Katarn explains that a priceless religious artefact, the Orb of Wisdom, has been stolen from the great temple.

The traitor has escaped along the Straits of Magellan, presumed to be heading for Rigel.

Although you've never held much store by an-



## MATHEW O'DONNELL presents a clever game of navigation in deepest space

tiquities in the past, the offer of a hefty purse and instant fame appeals to you immediately.

Dare you venture into the most treacherous region of space to recover the Orb? Only you will know as you play Navigator.

The object of the game is to get from the top left of each screen to the exit gate at the bottom right. This is

achieved by moving left and right through the obstacles using the thrust key (Shift) to control your speed.

Be careful not to thrust in any direction for too long, because due to inertia the spacecraft keeps moving for a long time.

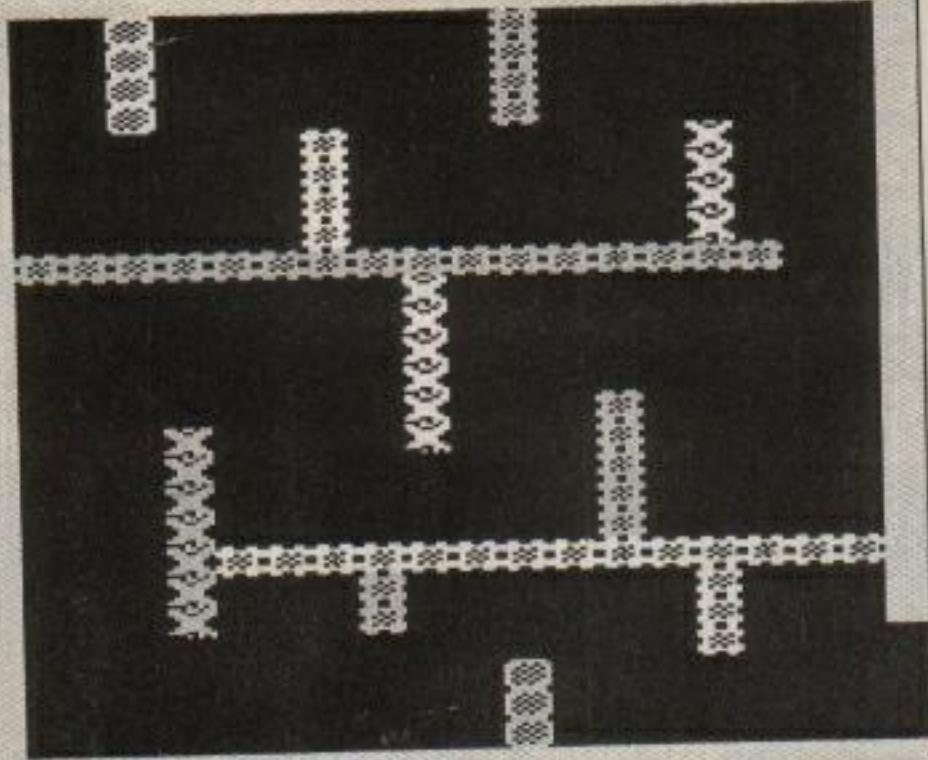
Crashing into the walls of the Straits or the asteroids is fatal, and you only have five lives.

And even though Navigator is less than 2.5k long it has no less than six mazes and a virtually infinite number of asteroid-infested screens.

Mazes appear on the even numbered levels up to level 12, each more challenging than the last.

This remarkable game demonstrates the real power of Electron Basic. ■

SCREEN: 12 LIVES: 5



### PROCEDURES

init Initialise game  
instruct Display instructions

### VARIABLES

L% Lives remaining  
V% True if game paused  
S% Current screen  
H% Highest screen reached  
X% X position of ship  
Y% Y position of ship

```

10 REM Navigator
20 REM by Mathew O'Donnell
30 REM (c) Electron User ..
40 PROCinit
50 REPEAT
60 MODE5
70 PROCinstruct
80 REPEAT
90 XX=64:YY=892
100 FOR P=0 TO 999:NEXT
110 VDU 12,19,2,3;0;
120 VDU 17,1,17,130
130 FOR P=3 TO 29
140 VDU 31,0,P,225
150 VDU 31,19,P,225
160 IF P=3 OR P=29 PRINTTA
B(1,P)STRING$(18,CHR$225):NE

```

```

XT ELSE NEXT
170 VDU 17,128,31,1,1
180 PRINT'SCREEN:   LIVES
:;TAB(1,31)'HIGHEST SCREEN:
190 VDU 17,2,31,8,1
200 PRINT;S%;TAB(18,1);L%
TAB(16,31);H%;_
210 IF INT(S%/2)<>S%/2 OR
S%>12 FOR P=1 TO (S%*3)+2:C
0LOURRND(2):PRINTTAB(RND(16)
+1,RND(25)+3)CHR$(RND(3)+225
):NEXT:GOTO 350
220 RESTORE

```

Turn to Page 38 ►

## From Page 37

```

230 REPEAT
240 READ a%,b%,c%
250 UNTIL a%=$%+50
260 REPEAT READ a%,b%,c%
270 COLOUR RND(2)
280 PRINT TAB(a%,b%)STRING
$(c%,CHR$(RND(3)+225))
290 UNTIL c%#0
300 REPEAT
310 READ a%,b%,c%
320 COLOUR RND(2)
330 PRINT TAB(a%,b%)STRING
$(c%,CHR$(RND(3)+225)+CHR$18
+CHR$8)
340 UNTIL c%#0
350 PRINT TAB(19,25)STRING
$(4,CHR$32+CHR$8+CHR$10)
360 VDU 5,18,3,3
370 VDU 25,4,X%;Y%;224
380 EX#=0:T%=1:K%=0:G%=0
390 REPEAT
400 N%#XX:MX#Y%
410 K%#K%+((INKEY(-98)AND
K%#>-32)-(INKEY(-67)AND K%#<32
))#4
420 G%#G%#((G%#<28)*2)
430 XX#X%+K%#Y%#Y%#G%
440 IF INKEY(-1):IF G%#>-38
:G%#G%#4
450 Q%#POINT(X%#16,Y%)
460 R%#POINT(X%#40,Y%)
470 I%#POINT(X%#12,Y%#12)
480 O%#POINT(X%#56,Y%#12)
490 A%#POINT(X%#8,Y%#28)
500 D%#POINT(X%#48,Y%#28)
510 IF Q%#1 OR Q%#2 OR R%#
1 OR R%#2 OR I%#1 OR I%#2 OR
O%#1 OR O%#2 OR A%#1 OR A%#2
OR D%#1 OR D%#2:EX#=-1:T%#0:
SOUND0,-15,4,17
520 V%#INKEY(-56)
530 REPEAT
540 UNTIL V%#0 OR INKEY(-5
2)
550 MOVE N%,M%#VDU224
560 MOVE X%,Y%#VDU224
570 UNTIL X%#1260 OR EX#=-1
580 VDU4
590 L%#L%#EX%#S%#S%#TX
600 J%#(S%#H%)
610 H%#-S%#J%#(H%#NOT J%)
620 UNTIL L%#0
630 VDU 17,3,28,1,16,18,14
,12
640 PRINT " G A M E O V E
R"
650 FOR P#0 TO 3000:NEXT
660 UNTIL 0
670 :
680 DEF PROCinit
690 VDU23,224,102,255,102,
255,126,219,153,66
700 VDU 23,226,126,235,213
,171,213,171,215,126
710 VDU 23,225,170,85,170,
85,170,85,170,85

```

```

720 VDU 23,227,102,255,235
,86,106,215,255,102
730 VDU 23,228,219,231,126
,68,60,126,231,21
740 H%#1
750 ENDPROC
760 :
770 DEF PROCinstruct
780 VDU 23,8202,0,0,0;
790 VDU 19,3,6,0;
800 VDU 19,1,5,0;
810 VDU 31,5,6
820 PRINT "NAVIGATOR"
830 VDU 17,2
840 PRINT "SPC7Z - Left"
"SPC7X - Right" "SPC3Shift
t - Thrust" "SPC7P - Pause"
"SPC7R - Resume"
850 ?#212#8#D6
860 ?#213#8#F1
870 ?#2AC#0
880 *FX16
890 *FX15
900 VDU 17,1,31,3,22
910 PRINT " Hit any key"
920 REPEAT UNTIL GET
930 CLS:S%#1:L%#5
940 ENDPROC
950 :
960 DATA 52,0,0,1,12,5
970 DATA 10,11,4,4,18,6
980 DATA 14,22,5,6,26,4
990 DATA 0,0,0,0,0,0,56
1000 DATA 0,0,4,11,10,0
1010 DATA 0,0,3,4,20,7
1020 DATA 17,12,13,12,12
1030 DATA 16,20,9,0,0,0
1040 DATA 58,0,0,1,19,5
1050 DATA 4,13,4,4,24,4
1060 DATA 7,8,3,12,11,4
1070 DATA 15,16,4,12,23
1080 DATA 4,0,0,0,3,4,10
1090 DATA 8,13,12,11,8
1100 DATA 21,0,0,0,60,0
1110 DATA 0,1,8,15,4,13
1120 DATA 15,1,18,15,4
1130 DATA 23,15,0,0,0,6
1140 DATA 24,1,12,24,1,9
1150 DATA 28,1,15,28,1,0
1160 DATA 0,0,62,0,0,1
1170 DATA 12,16,4,22,15
1180 DATA 0,0,0,4,18,7,3
1190 DATA 4,4,7,8,4,11,4
1200 DATA 4,15,8,4,9,13
1210 DATA 6,13,17,5,8,23
1220 DATA 2,11,26,3,15
1230 DATA 23,3,0,0,0,54
1240 DATA 0,0,0,0,0,3,11
1250 DATA 5,6,5,7,8,18,6
1260 DATA 11,10,6,13,20
1270 DATA 9,4,22,7,16,12
1280 DATA 7,0,0,0

```

This listing is included in this month's cassette tape offer. See order form on Page 53.

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In this all-action machine code game, you are faced with the task of collecting every diamond buried in the maze with you before ascending to the next highest cave, and — hopefully — eventual freedom.

This is no simple task, as you are surrounded by vicious maze munchers who take great umbrage at the thought of their precious booty being lifted from under their yellow noses.

To make matters worse, the maze is full of magic mushrooms just itching to brush their fungal feelers

against you and sting you into oblivion.

And as if that weren't enough, some joker has poured a truckful of rocks down the cave. Negotiating your way past these while being pursued by a frenzied monster certainly raises the blood pressure.

It's not all plain sailing for the monsters, though, as you can decide at the start how fast you want everything to move through the maze.

You control your small figure from the keyboard and can pause the action at any time by pressing P.

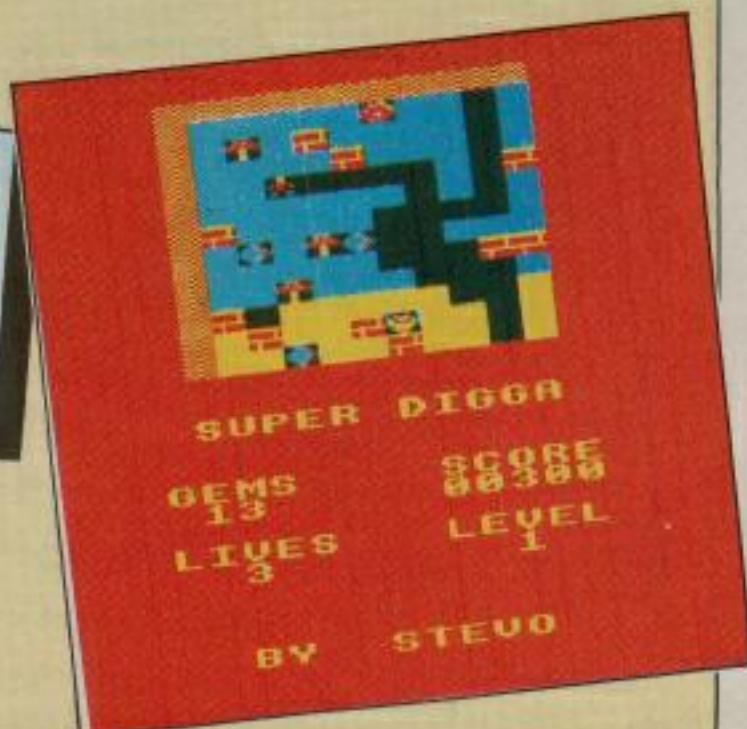
Your score, together with the number of remaining diamonds and lives, is shown below the maze. Each new cave contains more diamonds than the last – and the monsters get smarter.

## VARIABLES

score%	Current score
lives%	Number of lives remaining
level%	Current level
dia%	Number of diamonds left
hi%	High score
man%	Location of man

## CONTROLS

Z	Left
X	Right
*	Up
?	Down
P	Pause



## PROCEDURES

assem	Poke in the machine code
Initmaze	Set up screen map
initgame	Set up memory locations
left	Scroll window left
right	Scroll window right
up	Scroll window up
down	Scroll window down
dia	Update diamonds left
dead	Update lives left
maestro	Print title screen
welldone	Play fanfare



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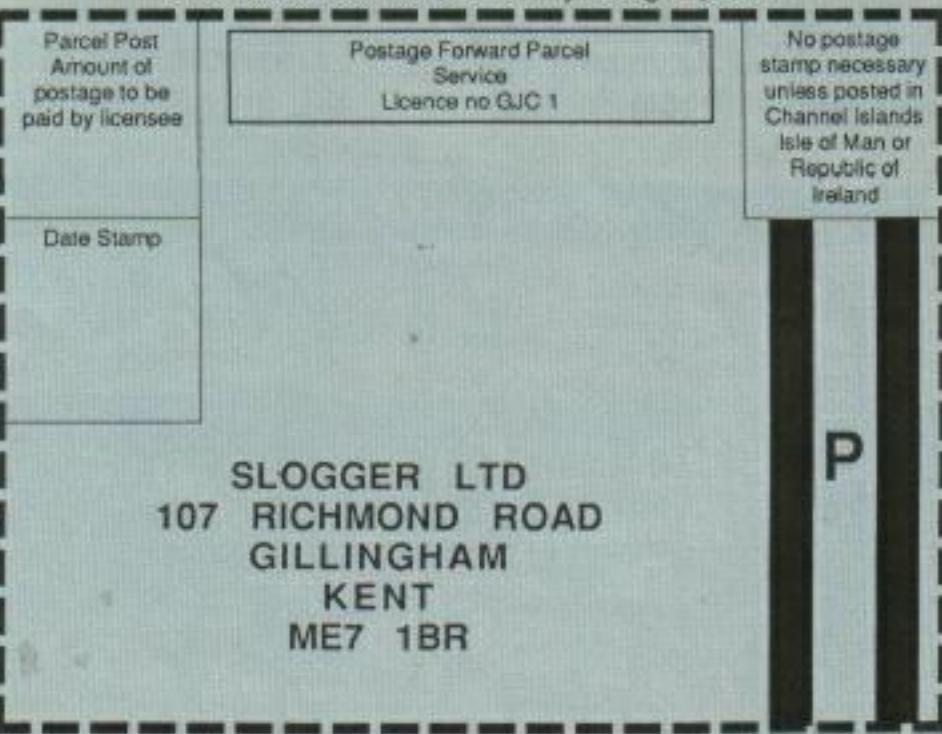
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DATABASE PUBLICATIONS

## From Page 39

```

10 REM Super Digga
20 REM BY STeven Martin
30 REM (c) Electron User
40 REM
50 MODES:PROCassem:INPUTT
AB(3,5);'SPEED 0-10';S:IF S
<0 OR S>10 THEN 50 ELSE S=((1
0-S)*10):CALLstevo2:PRINTTAB
(1,5);"FABULOUS SONICS?":A$=
GET$:CALLstevo2:IF A$="N" OR
A$="n":*FX210,10
60 VDU23,1,0;0;0;19,3,6
;0:;hi%:1000:ENVELOPE1,129,-
122,-54,-94,97,22,21,126,0,0
,-126,126,126:ENVELOPE2,129,
15,-123,118,233,84,48,126,0,
0,-126,126,126:ENVELOPE3,129
,-84,42,-70,247,238,156,126,
0,0,-126,126,126
70 PROCmaestro:7E=0:sco
re%:0:lives%:3:level%:1
80 PROCinitmaze:PROCgraph
ics
90 PROCinitvari:PROCinitg
ame:CALLstevo:PROCscreen:PRO
Cgame:END
100 DEFPROCcassem:DIM Q% 12
00:FORT=0TO2STEP2:P%=Q%:OPT
T
110 .mainloop:LDX#&C8:LDA#&81:LDY#&FF:JSR&FFF4:TYA:BNE
pause:JSRghosties:JSRrocks:JS
Rwindow:RTS:.pause:LDA#21:L
DX#0:JSR&FFF4:JSR&FFE0:JMPma
inloop
120 .window:LDX#12:.row:JS
Rstart:CLC:LDA#70:ADC#&90:ST
A#70:LDA#71:ADC#0:STA#71:LDA
#74:CLC:ADC#20:STA#74:LDA#75
:ADC#0:STA#75:DEX:BPLrow:RTS
130 .start:LDY#10:.fill:ST
Y#8F:LDA#(874),Y:CM#55:BNES1
:JMPbord:.51:CM#52:BNES2:JM
Pman:.52:CM#51:BNES3:JMProc
k:.53:CM#58:BNES4:JMPtoad:.
S4:CM#49:BNES5:JMPdia:.55:C
MP#56:BNES6:JMPearth1:.56:CM
P#57:BNES7:JMPearth2:.57:CM
#53:BNES8
140 JMPalien:.58:CM#54:BN
ES9:JMPbrick:.59:JMPspace:.r
et:LDY&8F:DEY:BPLfill:RTS
150 .earth1:LDA#&FF:LDY#15
:el1:STA#(70),Y:DEY:BPLelp
1:JSRinc:JMPret:.earth2:LDA#&F0
:LDY#15:.el2:STA#(70),Y:
DEY:BPLelp2:JSRinc:JMPret
160 .brick:LDA#&90:STA#72:
LDA#&8A:STA#73:JSRpaint:JSRi
nc:JMPret:.man:LDA#&A0:STA#7
2:LDA#&8A:STA#73:JSRpaint:JS
Rinc:JMPret:.dia:LDA#&B0:STA
#72:LDA#&8A:STA#73:JSRpaint:
JSRinc:JMPret
170 .toad:LDA#&C0:STA#72:L
DA#&8A:STA#73:JSRpaint:JSRin
c:JMPret:.bord:LDA#&F0:STA#7
2:LDA#&8A:STA#73:JSRpaint:JS
Rinc:JMPret
180 .alien:LDA#&E0:STA#72:
LDA#&8A:STA#73:JSRpaint:JSRi
nc:JMPret:.rock:LDA#&D0:STA#7
2:LDA#&8A:STA#73:JSRpaint:JS
Rinc:JMPret
190 .paint:LDY#15:.loop:LD
A#(72),Y:STA#(70),Y:DEY:BPL
oop:RTS:.inc:LDA#70:CLC:ADC#

```

```

16:STA#70:LDA#71:ADC#0:STA#7
1:RTS
200 .moveghost:LDY#0:LDA#8
2:STA#(80),Y:JSR&AF51:LDA#82A
:CM#50:BCSsmall:JSR&AF51:LDA
#82A:STA#83:.small:LDA#83:CM
P#200:BCCover:JSRup:.over:CM
P#150:BCCover1:JSRdown:.over
1:CM#100:BCCover2:JSRleft:.
over2
210 CMP#50:BCCovercheck:JSRrig
ht:.check:LDY#0:LDA#(80),Y:C
MP#52:BEQbri:CM#48:BEQnegative
:CM#57:BEQnegative:JSRchangedirec
:JMPnegative:.bri:LDA#1:STA#7
E:RTS
220 .negative:LDY#0:LDA#(8
0),Y:STA#82:LDA#53:LDY#0:STA
#(80),Y:RTS
230 .changedirec:LDA#83:CM
P#200:BCSdown:CM#150:BCSup:
CM#100:BCSright:CM#50:BCSL
eft:JSR&AF51:LDA#82A:STA#83:R
TS:.up:SEC:LDA#80:SBC#20:STA
#80:LDA#81:SBC#0:STA#81:RTS
240 .down:CLC:LDA#80:ADC#2
0:STA#80:LDA#81:ADC#0:STA#81
:RTS:.right:CLC:LDA#80:ADC#1
:STA#80:LDA#81:ADC#0:STA#81:
RTS:.left:SEC:LDA#80:SBC#1:S
TA#80:LDA#81:SBC#0:STA#81:RT
S
250 .ghosties:LDY#2:.glp:L
DA#D01,Y:STA#80:LDA#D04,Y:ST
A#81:LDA#D07,Y:STA#82:LDA#D0
A,Y:STA#83:STY#84:JSRmovegho
st:LDY#84:LDA#80:STA#D01,Y:L
DA#81:STA#D04,Y:LDA#82:STA#D
07,Y:LDA#83:STA#D08,Y:DEY:BP
Lglp:RTS
260 .stevo:LDY#2:.club:TYA
:STA#80:STY#81:JSRc:LDY#81:1
NY:CM#7:BNEcclub:LDA#&0F:STA
#80:JSRc:RTS:.c:LDA#&58:STA
#71:LDY#0:LDA#&80:STA#70:LDA
#80:.cl:STA#(70),Y:INY:BNEc1:
INC#71:BPLcl:RTS
270 .rocks:LDX#5:.rockloop
:LDA#D0D,X:STA#80:LDA#D13,X:
STA#81:JSRrockcheck:LDA#88:S
TA#D0D,X:LDA#81:STA#D13,X:DE
X:BPLrockloop:RTS
280 .rockcheck:LDA#88:CLC:
ADC#20:STA#85:LDA#81:ADC#0:S
TA#86:LDY#0:LDA#(85),Y:CM#4
8:BEQfalling:.rockend:LDA#51
:LDY#0:STA#(88),Y:RTS:.falli
ng:LDA#48:LDY#0:STA#(88),Y:L
DA#85:STA#80:LDA#86:STA#81
290 LDA#85:CLC:ADC#20:STA#8
5:LDA#86:ADC#0:STA#86:LDY#0
:LDA#(85),Y:CM#52:BNElive:
LDA#1:STA#7E:.alive:JMProcke
nd
300 .stevo2:LDA#254:STAmas
k:.inloop:JSRpixfiz:LDAmask:
LSRA:STAmask:CM#0:BNEliveinloop
:RTS:.pixfiz:LDA#&58:STA#71:
LDY#0:LDA#&80:STA#70:.pixlp:
LDA#(70),Y:ANDmask:STA#(70),
Y:INY:BNEpixlp:INC#71:BPLpix
lp:RTS:.mask
310 RTS:J:NEXT:ENDPROC
320 DEFPROCinitmaze:FORT#=
&900T0(8900+200):?T%:56:?(T%
+190):57:NEXT:FORT#&900T0(8
900+20):?T%:55:?(T%+380):55:
NEXT:FORT#&900T0(8900+380)S
TEP20:2T%:55:?(T%-1):55:NEXT
:diaX#0:po%#0:FORT#&1T020
330 po%#RND(300):1F po%#21
7 OR po%#268 OR po%#336 THEN
330
340 IF ?(po%#8900):57 OR ?(po
%#8900):56 THEN diaX#diaZ
+1:?(po%#8900):49
350 po%#RND(300):IF ?(po%#
8900):57 OR ?(po%#8900):56 T
HEN ?(po%#8900):54
360 NEXT
370 T%#0:REPEAT:po%#RND(30
0):IF ?(po%#8900):57 OR ?(po
%#8900):56 THEN ?(po%#8900):5
8
380 T%#T%+1:UNTIL T%#10
390 T%#0:REPEAT
400 po%#RND(300):IF ?(po%#
8900):57 OR ?(po%#8900):56 T
HEN ?(po%#8900):51:po%#po%#&
900:T%#&D00:po%#MOD 256:T%#&
013:po%#DIV 256
410 T%#T%+1:UNTIL T%#5:END
PROC
420 DEFPROCgraphics:RESTOR
E850:FORT#&A9BT0&AFF:READD$:
D%#EVAL("D$"):#T%#D%#NEXT
430 RESTORE840:FORT#&BT02
440 READL%#T%#D01=L%#MOD 2
56:T%#D04=L%#DIV 256:T%#D07=
RND(255):IF ?T%#53 OR ?T%#52:
GOT0440 ELSE T%#D08A=?T%#NEXT
:ENDPROC
450 DEFPROCinitvari:loc%#&
907:man%#&91E:X%#13:Y%#2:xma
x%#19:xmin%#12:ymax%#8:ymin%#
3:ENDPROC
460 DEFPROCinitgame:&70#&
C8:#&71#&5A:#&74#&C0:#&75#&5
A:ENDPROC
470 DEFPROCgame:REPEAT:FOR
T#1TOS:NEXT:CALLQ%#IF ?&7E#1:
PROCdead
480 IF1NKEY-98:PROCleft:GO
T0520
490 IF1NKEY-67:PROCright:G
OT0520
500 IF1NKEY-73:PROCuP:GOTO
520
510 IF1NKEY-105:PROCdown
520 ?T%#74=loc%#MOD 256:&70#&
C8:#&71#&5A:#&74#&C0:#&75#&5
A:?man%#52:UNTIL FALSE
530 DEFPROCleft:IF ?(man%#1
)=55 OR ?(man%#1)=51 OR ?(ma
n%#1)=54:ENDPROC
540 IF ?(man%#1)=49:PROCdia
550 IF ?(man%#1)=50 OR ?(ma
n%#1)=53:PROCdead
560 IFX%#xmin%#?man%#48:ma
n%#1:X%#XX-1:xmin%#xmin
%#1:X%#xmax%#xmax%#1:ENDPROC
570 ?man%#48:man%#man%#1:1
oc%#loc%#1:X%#XX-1:ENDPROC
580 DEFPROCright:IF ?(man%#1
)=55 OR ?(man%#1)=51 OR ?(ma
n%#1)=54:ENDPROC
590 IF ?(man%#1)=49:PROCdia
600 IF ?(man%#1)=50 OR ?(ma
n%#1)=53:PROCdead
610 IFX%#xmax%#?man%#48:ma
n%#1:X%#XX-1:xmax%#xmax
%#1:xmin%#xmin%#1:ENDPROC
620 ?man%#48:man%#man%#1:1
oc%#loc%#1:X%#XX-1:ENDPROC
630 DEFPROCcup:IF ?(man%#20)
=55 OR ?(man%#20)=51 OR ?(ma
n%#20)=54:ENDPROC
640 IF ?(man%#20)=49:PROCdi
a
650 IF ?(man%#20)=50 OR ?(m
an%#20)=53:PROCdead
660 IFY%#<ymin%#?man%#48:ma
n%#1:X%#XX-1:ymin%#ymin
%#1:ymax%#ymax%#1:ENDPROC
670 ?man%#48:man%#man%#20:
loc%#loc%#20:X%#Y%#1:ENDPROC
680 DEFPROCdown:IF ?(man%#2
0)=55 OR ?(man%#20)=51 OR ?(m
an%#20)=54:ENDPROC
690 IF ?(man%#20)=49:PROCdi
a
700 IF ?(man%#20)=50 OR ?(m
an%#20)=53:PROCdead
710 IFY%#>ymax%#?man%#48:ma
n%#1:X%#XX-1:ymin%#1:yma
x%#ymax%#1:Y%#Y%#1:ENDPROC
720 ?man%#48:man%#man%#20:
loc%#loc%#20:X%#Y%#1:ENDPROC
730 DEFPROCscreen:COLOUR12
9:CLS:PRINTTAB(4,17)"SUPER D
IGGA":TAB(3,20);"GEMS":SPC(4
);"SCORE":TAB(4,21);dia%#TAB
(11,21);"00000":TAB(3,23)"LI
VES":SPC(3);"LEVEL":TAB(5,24
);lives%#SPC(7);level%#TAB(5
,28);"BY STEVO":L%#LEN(STR$(
score%#))
740 PRINTTAB(16-L%,21);sco
re%#ENDPROC
750 DEFPROCdia:SOUND&11,1,
255,5:dia%#dia%#1:score%#sco
re%#+100:3Fdia%#0:PROCwelldon
e
760 L%#LEN(STR$(score%#)):P
RINTTAB(4,21);SPC(2);TAB(4,2
1);dia%#TAB(16-L%,21);score%#
:ENDPROC
770 DEFPROCdead:SOUND&11,3
,255,5:?man%#48:lives%#lives
%#1:PRINTTAB(5,24);SPC(2);TA
B(5,24);lives%#IF lives%#0THE
N790
780 ?&7E#0:GOT090
790 PRINTTAB(4,8);SPC(11);
TAB(4,9);" GAME OVER ";TAB(4
,10);SPC(11):FORT=1T08000:NE
XT:Ifscore%#>hi% THEN hi%#sco
re%
800 GOT078
810 DEFPROCmaestro:CLS:COL
OUR2:PRINTTAB(4,3);"SUPER D
IGGA":COLOUR3:PRINTTAB(4,9);"I
- LEFT":TAB(4,11);"X - R
IGHT":TAB(4,13);": - UP":TAB
(4,15);"/ - DOWN":TAB(4,17);"P
- PAUSE":TAB(2,21);"HIGH SCORE":hi%#COLOUR2
820 PRINTTAB(2,26);"ANY KE
Y TO START":OSCLI("FX21,8"):
A=GET:CALLstevo2:ENDPROC
830 DEFPROCwelldone:SOUND&
11,2,255,25:CALLstevo:COLOUR
3:PRINTTAB(1,10)"LEVEL ";lev
el%#;"COMPLETED":TAB(5,17)"E
NTERING":TAB(4,19)"NEXT STAG
E":FORY=1T01000:NEXT:level%#
level%#1:GOT080
840 DATA2521,2572,2640
850 DATAFB,0F,0F,0F,20,
20,20,FB,20,20,FB,0F,0F,0
F,18,18,03,41,01,02,66,08,08
,08,0C,28,08,04,66,08,11,33,
77,FF,FF,77,33,11,88,4C,AE,0
F,DF,AE,4C,88,03,27,4F,1F,10
,18,18,10,0C,8E,4F,0F,08,08,
08,08
860 DATA03,36,0F,4F,1F,0F,
27,03,08,68,3C,1E,87,8F,0E,0
C,88,09,0A,0B,0C,8F,34,21,10,11
,09,05,3D,F1,C2,48,80,5A,45,
5A,45,5A,45,5A,45,5A,45,5A

```

# Printing in overdrive

**JULIA FORESTER runs a set of benchtests in Part 2 of her printer series for beginners**

NO ONE could accuse a modern printer of being slow, yet in days not-so-long past, when daisy-wheels and golf balls were more common, printing was a slow and laborious task.

And before monitors became commonplace it used to be the only form of display. Unbelievable as it may now seem, computer programmers and operators had to work from paper printouts.

Thankfully, the days of the rattling teletype are little more than a faded memory – now we have to make do with luxuries like televisions, high-resolution colour monitors and so on.

Even so, there are still times when a hard copy of our work is required: The obvious instance is when we're sending a letter.

The document is prepared and edited in the computer, but unless we're able to use electronic mail it will have to be typed out on paper and sent by normal means: This involves using a printer.

Another case is listing programs. The monitor can only display a few lines at a time, 32 being the maximum on the Electron. However, when debugging our own programs we may need to look at areas many tens of lines apart.

This is where the hard copy is extremely useful. It's much easier to thumb through a few sheets of paper than to wade through line after line of screen output.

The Electron can transfer data at very high speed, but printers can only output it considerably more slowly. So, when the printer is busy, the computer has to wait before it sends more information – in effect the computer has to stop and wait for the printer to catch up.

To help overcome this, the Electron has a printer

buffer built in. This is organised as a FIFO queue – take a look at the accompanying panel for an explanation.

Characters wait in the buffer until the printer sends a signal to inform the computer it's ready to receive more data. On the standard Electron the buffer is 63 characters long. However, there are addons such as ACP's 256k ram packs which can be configured as partial printer buffers.

Some printers have their own, modestly sized buffers and larger capacity external devices are available. One, the MicroStuffer, reviewed in the September 1987 issue of *Electron User*, provides a massive 64k buffer.

Such units store characters from the parallel port as fast as the computer can send them, leaving the computer free to carry on very

quickly, and characters are output to the printer at the printer's speed. The problem with all such devices is that they don't come cheap.

In the final reckoning though, the speed of the printout is governed by the speed of the printer itself. Individual models vary considerably in how fast they operate. Manufacturers provide a lot of impressive sounding figures, but these can rarely be easily compared.

In fact, a lot of things govern how fast a printer is, not just the speed of its printing. For instance, there's the carriage speed – how fast the print head travels, and line feed – how fast the paper moves through the printer.

To compare speeds of a selection of printers I have devised a few simple

benchtests. These programs produced the results shown in Table I. Rather than optimising the programs for a particular printer, all were run under the same conditions.

Program I is the most useful test. It gives the

```

10 REM Program I
20 REM Test in draft pica
30 *FX 3 10
40 TIME=0:FOR N=1 TO 11:P
RINT STRINGS(80, *):NEXT:S%
=TIME
50 *FX 3
60 PRINT "Stop clock when
printer stops":INPUT "Enter
time in seconds":T
70 PRINT "Run time:":S%/1
80 lps=11/T:lph=3600*lps:
PRINT "Lines per minute":lp
s*60
90 PRINT "Characters per s
econd":INT((80*11)/T)"Fanf
old pages per hour":INT(lph/
60)

```

Printer type	CPS draft/NLQ	LPM draft/NLQ	PPH draft/NLQ	Line feed in seconds	Head speed inches/sec	Price
Precision MH-4010	97/58	73/44	66/40	0.076	0.114	£424.35
Epson EX-800	80/40	60/30	54/27	0.076	0.125	£550
Panasonic KX-P1081	80/20	60/15	54/12	0.091	0.114	£178.25
Epson FX-80	58	44	40	0.152	0.159	N/a
Amstrad DMP-3000	55	41	37	0.197	0.17	£159

Table I: Five dot matrix printers compared

overall printing speed in pages per hour (PPH) lines per minute (LPM) and characters per second (CPS).

Program II is used to test

```

10 REM Program II
20 REM Test line feed speed
30 REM %=&20309
40 VDU 2:TIME=0:FOR N=1 TO 66:VDU 1,10:NEXT:VDU 3
50 PRINT "Stop clock when printer stops":INPUT "Enter time in seconds" T
60 feed=T/66
70 PRINT "Line feed speed=" feed; " seconds"
80 REM %=&98A

```

the speed of the line feed, and Program III to test the head travel speed – this determines how fast a prin-

```

10 REM Program III
20 REM Test head speed
30 REM %=&20309
40 *FX 3,10
50 TIME=0:FOR N=1 TO 11:PRINT ".":STRINGS(78, ".")
:NEXT:S%=TIME
60 *FX 3
70 PRINT "Stop clock when printer stops":INPUT "Enter time in seconds" T
80 PRINT "Run time:" S%/100; " seconds"
90 PRINT "Head speed=" (T/11)/8; " inches per second"

```

ter can perform carriage returns.

Although not all printers had an NLQ feature, whenever possible Programs I and II were modified as appropriate and tested in this mode.

To use any of the programs to test your own printer, type RUN, press Return and start timing simultaneously. Enter the time in seconds when prompted.

The results clearly show that you only get what you pay for. The fastest model proved to be the semi-professional Precision unit, which owes a lot to its four print heads.

Similarly Epson's EX-800 unit is fast, but very expensive although it does have a colour option. Of the

cheaper units, the Panasonic provides excellent performance at a reasonable price.

Although none of the printers appear to have achieved their quoted speeds, it has to be remembered these figures are relative and not absolute.

For instance, the timings for CPS have not taken into account the extra time taken for line feeds. In spite of this, we feel these figures are the ones most likely to be duplicated in normal use.

● In the next article we'll continue our investigation into the complexities of printers, examining graphics and bit image mode.



The Epson EX-800 colour printer

## Buffers, queues and stacks

The terms buffer, queue and stack are used very frequently in computing, but what do they actually mean?

Very often when computer devices talk to each other, one will send information faster than the other can process it. This is true for everything from the keyboard to the cassette interface.

A buffer is an area of memory controlled by the computer to act as a cushion. Characters wait in a buffer until they are required.

The argument for a buffer can be likened to a machine producing pies faster than the packer can remove them from the conveyor belt. Very soon, there'll be a disaster

with all the pies ending up on the floor.

So the packer must have some way to stop this happening. He will tell the machine to stop making pies every time his hands are full. Similarly, a device can tell the computer when it's busy.

Since the packer can only hold one pie, the machine will spend a long time waiting for him to catch up.

Obviously this would not be very satisfactory, and one way to solve the problem would be to store the pies temporarily on a series of shelves – a buffer.

The machine could then make large batches of pies without having to

wait. The larger the shelves – the bigger the buffer – the more pies can be made at a time.

Queues and stacks are two forms of buffer. The queue is a FIFO or first in, first out buffer. The example above is a queue. A stack, on the other hand is a LIFO or last in, first out buffer.

A dustbin is probably the simplest example of a stack buffer. As you throw your litter away it enters the bin and goes to the top of the pile.

The pile gets higher until the dustbin is full. When the bin is emptied, the last item to enter it is the first to be removed and vice versa.

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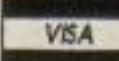
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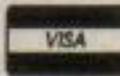
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WHEN I first bought your magazine and read the Micro Messages section, I saw letter after letter starting with "I must congratulate you on having a fantastic magazine ...", and "What a brilliant magazine Electron User is ...".

At first I thought this was just a way of getting your letter printed, but after buying it for some months, I now realise that all the comments are true.

After typing in the Joystick Converter in the November 1987 issue, I found that it worked marvelously with Acornsoft's Magic Mushrooms and Meteors, Tynesoft's Phantom and Alligator's Blagger.

And there are probably many more games that can be introduced to the world of joystick control.

Finally, can you tell me how I can get the Electron's power socket fixed, as the computer keeps turning on and off while I am playing games? — Richard Smith, Chelmsford, Essex.

● Letters are published because of their own merit and not because the flattery goes to the editor's head! The joystick converter

proved very popular and we would like to hear from other readers who have found games which will work with it.

Fixing your power socket should be fairly simple. Check both wires for dry joints or fractured strands. Re-solder if necessary, but if the socket itself has worn out you can buy a replacement quite cheaply from most electrical spares shops.

## Santa's slip up

CONCERNING the listing for Santa On The Tiles in the December 1987 issue of Electron User, I have double checked my programming, but still keep getting No such variable at line 810. If there is a mistake could you give me a correction?

Also, is there any

significance in the fact that lines 1450 and 1460 are reversed, or is this a printing error? — Trevor R. Vaughan, Wood Green, London.

● As we have said in the past, all listings published in Electron User are taken straight from working programs on disc and fed direct into the typesetting machine. Any errors likely to fall through the net are usually very obscure ones which even the author may not have come across after hours of play.

Please check the whole program as a typing error elsewhere might not be reported until line 810 is executed. No such variable means you've accidentally spelt something wrong somewhere.

However, you are quite right about lines 1450 and 1460. But even if entered in the order shown, they would still execute correctly as the function key would

not be fetched from the buffer and executed until after the program ends at line 1460.

## Fun with codes

I AM presently writing a spreadsheet program to suit my own requirements, but I don't know how to generate Ascii codes with Shift+Func and Shift+Control+Func, which can then be detected with GET or GET\$.

The codes I require are from 150 upwards, and I have used \*FX226, \*FX227 and \*FX228 which should change the base values for these function key combinations, but to no avail. — Andrew Wilson, Airth, Falkirk.

● Unfortunately, the Electron's keyboard is completely different from the BBC Micro's, and the \*FX calls you mention are implemented differently on the BBC's little cousin.

Instead of Shift+Function, use Func plus the keys A to P. For Control+Function use Func plus the keys Q to Z. There is no equivalent of Shift+Control+function.

These key combinations on the Electron are referred to as firm keys, and to set their bases to return the Ascii codes 150 upwards you should use \*FX226 and \*FX227 as on the BBC Micro, but note that \*FX228

## Starword or View — which is the best?

I HAVE a couple of small problems which you may be able to solve. First, which is the better word processor — Slogger's Starword or View?

Second, when I stop work I often save my View file as DOC, and when I return I begin the next part and save it as DOC1. How can I load both DOC and DOC1 into the computer and save them as one file? — Andrew Wing, Hockley, Birmingham.

● Answering your first question is rather difficult. Both word processors have their own merits, so it's up to you to decide which suits you best. Slogger's version is easier to get to grips with, while View tends to offer more advanced facilities, once you have spent time mastering it.

As to your second problem, we're not quite sure why you continue your work with a separate file. You

could load in DOC, continue adding to it, and resave it as DOC again.

However, the solution to tacking two or more View files together is simple. Load in the first file — in your case DOC — and then type READ DOC1. View will then load DOC1 into memory at the end of the text already present.

This can be done for as many files as your computer has memory for.

Turn to Page 48 ▶

#### From Page 47

is not implemented. Type in the following:

```
10 *FX 226,158  
20 G=GET:PRINT G
```

Now run it and press Func+A. You should have 150 stored in G and also printed on the screen.

## Accuracy not lost

**AARRGH!** Joe Pritchard does it again. I thought someone might have put him right after his *Hardware Projects* article in the May 1987 issue of *Electron User* where he states: "FX 190,8 allows us to speed up the conversion time from 10mS to around 5 to 6mS. We do, however, lose a little accuracy..."

\*FX 190,8 does not lose any accuracy — you cannot lose what isn't there. The Plus 1 contains an eight-bit A/D converter, a National Semiconductor ADC0844 to be precise, a fact which is clearly stated in the Plus 1 User Guide on pages 1, 6 and 8.

Another misconception is from Chris Nixon who says that his excellent BOS editor (*Electron User* October 1986) cannot reside in pages 9 and 10 on tape based machines since it would be corrupted by the next *SAVE* or *LOAD*.

Not so. This area is not used by *SAVE* and *LOAD*, but by \*SPOOL and \*EXEC, as well as any operations involving opening cassette files.

I am sorry to sound carping, but people do rely on *Electron User* for information, so I believe you should get it correct. Incidentally, Roland Waddilove's Mandelbrot program (May 1987) can be speeded up 10 per cent or more by adding the lines:

625 SEI  
1385 CLI

which disable interrupts during the calculation. — Phillip A. Bender, Sunderland.

• Thanks for pointing out both Joe's and Chris's

**ALL programs printed in this issue are exact reproduction of listings taken from running programs which have been thoroughly tested.**

**However on the very rare occasions that mistakes may occur corrections will be published as a matter of urgency. Should you encounter error messages when you type in a program**

**they will almost certainly be the result of your own typing mistakes.**

**Unfortunately we can no longer answer personal programming queries concerning these mistakes. Of course letters about suggested errors will be investigated without delay, but any replies found necessary will only appear in the mail pages.**

misconceptions. However, Chris was working using the information contained in the Advanced User Guide, which is unclear.

As for Roland's Mandelbrot program, he was surprised that he forgot to disable interrupts — normally a hardened habit of his.

He adds that as the Mandelbrot set is symmetrical about the horizontal axis, plotting could be speeded up by 50 per cent by just calculating the top half and duplicating a mirror image for the bottom: This will cut the time taken from around two hours to one hour.

This was only realised after the program had been published and it was too late to modify it. Perhaps you would like to modify it yourself? It shouldn't be too difficult.

## Basic guide

DURING the past month I have been trying very hard to get hold of the Advanced Basic Rom User Guide for

the Electron and BBC Micro. I have tried my local computer store, bookshop, and Watford Electronics without success, and I don't know who the publisher is. Can you help?

I buy your magazine monthly, and I think it is good value for money. — C. Grant, Birmingham.

• If you mean the Basic Rom User Guide by Mark Plumley and published by Adder, Watford Electronics most certainly does stock it. There is also another Basic Rom User Guide by Colin Pharo, published by The Cambridge Microcomputer Center, 153-154 East Road, Cambridge.

## Electron users only

IN the December 1987 issue of *Electron User*, you included a routine to speed up the cassette filing system, by shortening the gaps between data blocks.

As a BBC Micro user, I

took the magazine home and typed it in. Apart from the warning "Electron OS 1.00 only", the utility seemed to work until I tried saving a program and received the message Data? 00 and so on.

This utility seems such a useful one to me, and I would really find it helpful if you could publish a conversion for the BBC Micro. — Jon Breen, Taunton, Somerset.

• The warning message is there for a very good reason.

Although the Electron and BBC Micro are very similar, you just can't expect a complex routine like this one to run on what is essentially different hardware.

The Turbo Loader is a very accurately timed piece of code, and as such would need a complete rewrite for the BBC Micro.

Although many *Electron User* games and utilities run on the BBC Micro, this is one of the rare ones that doesn't.

## Get rich quick!

I WOULD be grateful for information concerning payment for programs accepted by *Electron User*, and for hints on the required format of submitted listings and articles. — Haydn Griffiths, Gt. Yarmouth, Norfolk.

• We generally pay by the word. The actual amount can vary according to both the article and program quality, and the amount of editing needed to get the program and text up to scratch.

Programs would have to

## Free software galore!

IN answer to Lee Harland's letter in the November 1987 issue: Yes, there is a free software library which is advertised in *Electron User* each month. It is the online database called MicroLink.

Connecting to this service has the added advantage of not having to laboriously type in the program listings each month.

But how do you connect to MicroLink? In fact, how do you attach a modem and communication package to the Electron? — Andrew Pickles, Brentwood, Essex.

• Pace Miracle Technology offers a modem, RS423 interface and Commstar — everything you need to log on to MicroLink. You'll need a Plus 1 if you haven't

already got one, and the price is £148.58. Contact Pace at: Pace Miracle Technology, Juniper View, Allerton Road, Bradford BD15 7AG, or telephone 0274 488211.

Alternatively, Slogger offers an RS423 and Commstar software. You'll need to add a modem to this.

be very good indeed to justify the top rate, so the average payment would be slightly less than this.

Send your articles in on disc if possible, otherwise tape will do.

And use a word processor such as Mini Office, View or Starword. However, if you can't, don't worry — send it on paper.

It is the programs themselves that must be supplied on tape or disc, with the format clearly marked on the cassette or disc itself. We can't type in listings.

Always mark all parts of a submission clearly with your name, address and telephone number if possible.

We can then get in touch to either return the work with suggested improvements, or post the payment.

Payment is always upon publication.

## Locked out

I HAVE been reading your excellent magazine for some time now, and I wonder if you could help me with some problems I am having with my Electron?

How do you lock files? I have a short program to load in locked files, but am having trouble saving my own.

```
10 MODE 1:FOR N=0 TO 50
20 DRAW RND(1200),RND(102
4):NEXT
30 y=80:x=0:z=1
40 PROCa(x,y):REPEAT
50 UNTIL GET:GOTO 30
60 DEFPROCa(x,y):FOR X=x
TO y STEP z:R1=80-X:R2=98-((X/80)*49)+6:R3=32-((X/80)*32
):R4=34-((X/80)*17)
70 VDU23;1,R1;0;0;0,23;2,
R2;0;0;0,23;6,R3;0;0;0,23;7,
R4;0;0;0
80 NEXT:ENDPROC
```

And can you explain why this Mode 1 screen shrinking program works perfectly well on the BBC Micro, yet does nothing what so ever on the Electron. Why is this? — Richard Moore, Blyth, Northumberland.

● You just can't lock cassette files that easily. To explain here how to do it would enable a lot more people to write their own versions of your dubious file unlocker. Basically, just

## The hare and the tortoise

THE BBC Micro and Acorn Electron computers both use the same 6502A microprocessor, but for some reason the BBC Micro is twice as fast as the Electron. Why is this? — Andrew Bury, Kingswinford, West Midlands.

● There are several reasons why the Electron is slower than its BBC Micro cousin. The first and most important, is that the BBC Micro uses many dedicated chips, like the 6845 CRTC video chip to refresh its screen ram. The Electron, on the

other hand, leaves this work to the overburdened 6502 and ULA.

This means that in the higher screen memory modes — especially 0-2 — more processing time is wasted on this task, which can drop the overall processing speed by nearly 25 per cent.

To make matters worse, the 6502 can only access ram four bits at a time. This effectively slows all ram access from 2MHz to 1MHz — a drop of 50 per cent — leaving the Electron chug-

ging away at roughly one third the speed of the BBC Micro in modes 0-2.

However, there are several ways around this problem. The easiest is to buy the superb Turbo board from Slogger, which jacks the Electron up to within a few per cent of the BBC Micro's speed.

Software techniques can help a great deal as well, for instance disabling interrupts from machine code when keyboard access is not required (see Philip Bender's letter opposite).

reverse the operation of your unlocker.

Your screen-squashing program relies on the presence of the BBC Micro's 6845 CRTC video chip. This is not present on the Electron, as the screen is driven by one Acorn custom ULA chip so the program won't work.

## DFS exposed

I WISH to inquire if Mark Smiddy's very useful ADFS Exposed program in the November 1987 issue of Electron User could be adapted for use with ACP's E00 1770 DFS.

I have a number of discs now with all sorts of games and utilities requiring PAGE at &E00, and it would be very useful if I could check the disc status on those as well as my ADFS discs.

My configuration is an Electron and Slogger 64k/Turbo board, Plus 1 with ACP ASR (in which the E00 DFS is fitted), Plus 3, and PMS second processor. — John D. Mosby, Glenfield, Leicester.

● It is not possible to adapt the program easily as the DFS works in a completely different way to the ADFS.

However, \*FREE will tell you the total free space in figures, and if you need to see where the spaces lie then \*INFO \*. will help you.

As a DFS disc holds less information than an ADFS disc, and its layout is gene-

rally more comprehensible to the prying eye, a utility such as Mark's could be a slight case of overkill.

## Garbled graphics

I RECENTLY bought an Epson P-40 printer and a First Byte printer interface. However, I don't seem able to understand how to get the printer to output in bit image mode.

I have experimented using VDU 1,27,75 which is ESC "K", but it seems to wait until the printer buffer is full before doing anything, and then it is printed all jumbled up.

Also, I have your Mini Office tape which I bought from your magazine and would like to say what a brilliant package it is.

Thanks are also due to Slogger, whose advice enabled me to get my P-40 — which has no printer buffer — to work with the Plus 1. — Brian Westgate, Barnhill, Dundee.

● You are quite correct in choosing ESC "K", but you must give two parameters saying how much bit image data is being sent, low byte followed by high byte, followed by the data itself.

Furthermore, each byte in a VDU string must be preceded by a one, which means send the next VDU

code only to the printer. Try the following example, which should print 30 space invaders on your P-40:

```
10 MODE6:VDU2
20 FOR SX=1 TO 30
30 VDU1,27,1,75,1,8,1,0
40 RESTORE:FOR LX=0 TO 7
50 READ BX:VDU1,8
60 NEXT:VDU1,32
70 NEXT:VDU1,13,3:END
80 DATA 49,122,220,244,244,2
20,122,49
```

## Snapshot taped

I AM having some problems trying to use the Snapshot utility in the September 1987 issue of Electron User. It works fine with View, but when I try to use it with games loaded via Slogger's T2P4 rom, the system switches over to tape and saves the screens to tape.

Can you tell me how to get it to work as it should? There are no typing errors in the program, as I am using the listing from the October tape. — James Hynes, Millwall, London.

● The T2P4 rom is designed to copy software from tape to disc. However, the cassette filing system will always be switched in while T2P4 is active. In addition to this, Snapshot is unlikely to work with commercial software: it will, however, work with your own and magazine listings.

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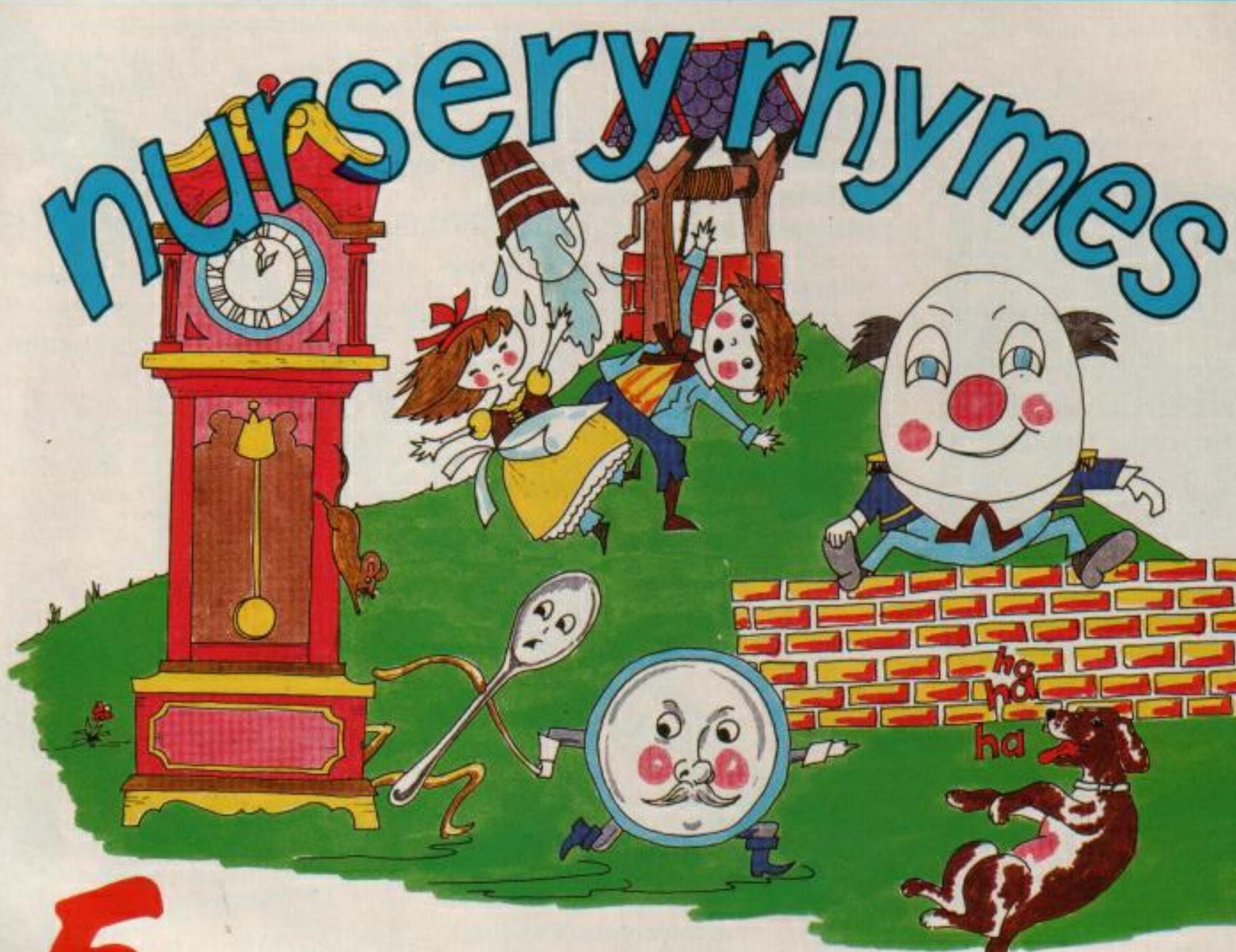


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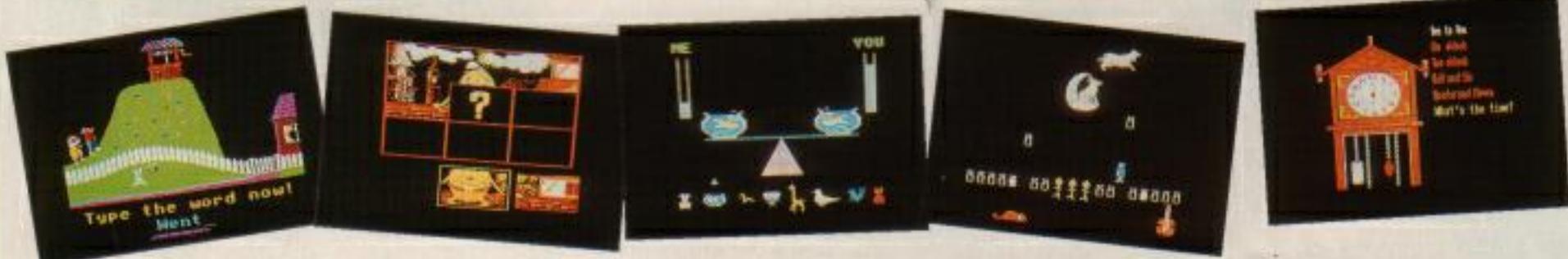


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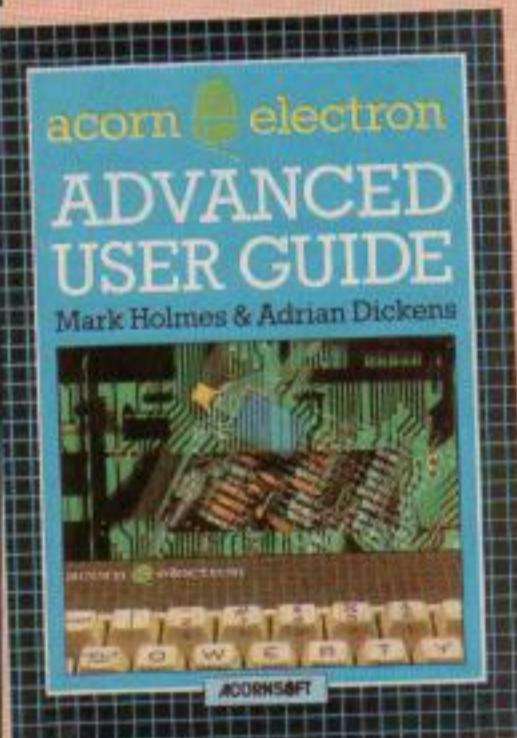
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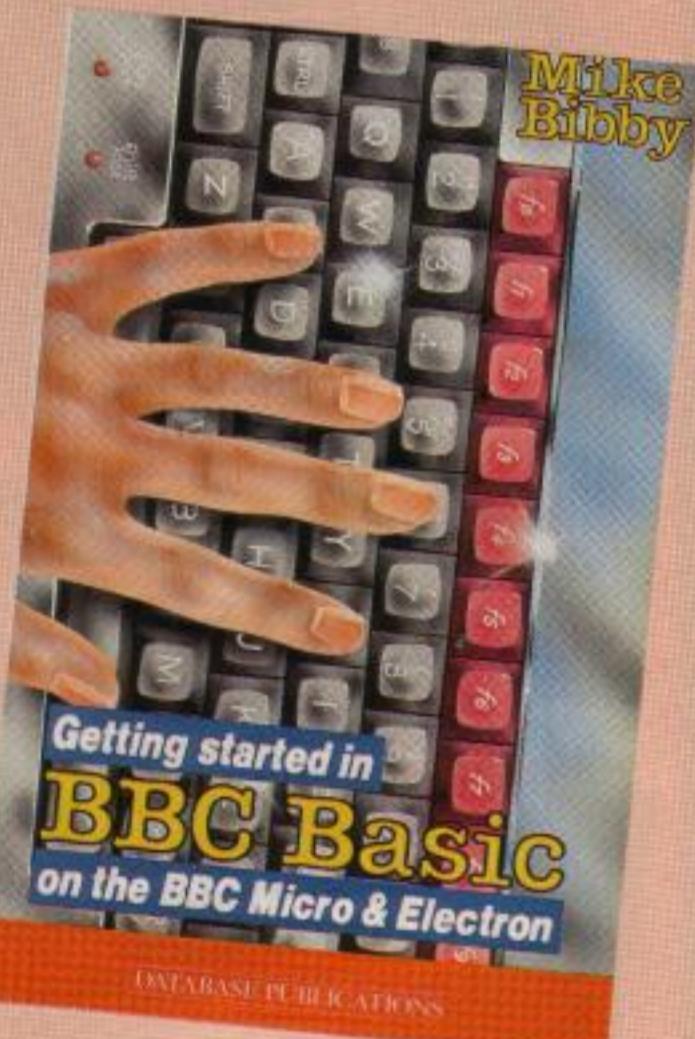
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When you run it you are presented with the different conversion units, metric on the left, imperial on the right. Arrows indicate the current selection, and at the bottom is the current conversion factor. At the top of each column block is a window – these are the data input and output areas.

The spacebar alters the unit selection, the S key swaps columns and the < and > keys specify the direction of conversion.

For instance, to convert from grams to pounds first

# Measuring up

## **BARRY WOOD shows how to get converted**

select the right-hand units with S and press the spacebar to move the pointer to pounds.

Press S to select the left-hand column and spacebar again to point to grams. Type in a number and press Return.

Now press **>** to indicate the direction of conversion and then the **Copy** key to find out the result. The value in pounds will be printed in the top window.

Note that some conversions are impossible – like litres to inches. These are indicated by an error message in the conversion factor box at the bottom of the screen.

```

10 REM In Action
20 REM Conversion Factors
30 REM by Barry Wood
40 REM (c) Electron User
50 ON ERROR MODE6:PROCerr
:END
60 MODE1:!!X=&20205:PROCo
f:=FX4,1
70 VDU&E017;&381C;&FF70;&
70FF;&1C38;
80 VDU&E117;&1C38;&FF8E;&
8EFF;&381C;
90 PROCbx("Conversion Fac
tors",1)
100 FORX% = 5 TO 25 STEP 20:PROC
b(X%,10,10,17)
110 PROCb(X%-2,6,14,1):NEX
T:DIM f(9,9)
120 PROCbx(STRINGS(20," ")
,30)
130 FORY% = 1 TO 9:READa$,b$,
140 PRINTTAB(5,Y%*2+8)a$TA
B(25,Y%*2+8)b$,
150 NEXT:FORY% = 1 TO 9:FORX% =
1 TO 9:READ a$,
160 IF a$ = "*" f(X%,Y%) = -1:
ELSE f(X%,Y%) = VALa$,
170 NEXT:NEXT:Z% = TRUE:Q% = 0
180 LY% = 1:RY% = 1:NL = 0:NR = 0
190 REPEAT COLOUR 2:COLOUR
129
200 VDU31,19,15,225+Q%225+
Q%225+Q%
210 PRINTTAB(4,6)FNF(NL);T
AB(24,6)FNF(NR);
220 f = f(LY%,RY%):IF Q% f = 1
/f
230 IF f < 0 f$ = FNs(">>Error"

```

```

<<'> ELSE f$=FNs(STR$F)
 240 PRINTTAB(10,30)f$,:PRO
Cp(224):G%>GET:PROCp(32)
 250 I%=INSTR(<,>.,CHR$G%
):1F I%<1 ELSE Q%=I%<3
 260 IF G%>83 Z%>NOTZ%
 270 IF G%>>32 ELSEIF Z% RY
%>FNic(RY%) ELSE LY%>FNic(LY
%)
 280 IF G%>>82F IF G%<>83A PR
0Cnum
 290 IF G%>>887 ELSEIF f=-1
ELSEIF Q% NL=NR/f ELSE NR=N
L/f
 300 UNTIL FALSE:END
 310 DEF PROCo(C%):VDU31,12
,LY%*2+8,C%
 320 VDU31,32,RY%*2+8,C%:EN
DPROC
 330 DEF FNic(Y%)REPEATY%>Y
%+1:1FY%>10Y%>1
 340 UNTIL Y%>>4 AND Y%>>7:
=Y%
 350 DEF PROChum:LOCAL X%,Y
%,V%,N
 360 Y%>6:IF Z% X%>4 ELSE X
%>24
 370 REPEAT N=N*10+(G%AND15
)
 380 PRINTTAB(X%,Y%)FNf(N);
 390 REPEAT PROCon:G%>GET:P
ROCooff
 400 UNTIL G%>13 OR G%>46 0
R (G%>>82F AND G%<>83A)
 410 UNTIL G%>13 OR G%>46:I
F Z% NL=N ELSE NR=N
 420 IF G%>13 ENDPROC ELSE
V%>10
 430 REPEAT PROCon:G%>GET:P
ROCooff
 440 UNTIL G%>13 OR (G%>>82F
AND G%<>83A)
 450 IF G%>13 ENDPROC
 460 REPEAT N=N+(G%AND15)/V
%:V%>V%*10
 470 PRINTTAB(X%,Y%)FNf(N);
 480 REPEAT PROCon:G%>GET:P
ROCooff
 490 UNTIL G%>13 OR (G%>>82F
AND G%<>83A)
 500 UNTIL G%>13:IF Z% NL=N
ELSE NR=N
 510 ENDPROC
 520 DEF FNf(N)=RIGHT$(STRI
NG$(12, " ")+5TRSN,12)
 530 DATA cm,inch,m,yd,km,m
ile,-----,
 540 DATA g,ounce,kg,pound,
-----,
 550 DATA litre,pint,litre,
gallon
 560 DATA 2.54,91.44,160934
,.4,*,*,*,*,*,*
 570 DATA .0254,.9144,1609.
344,*,*,*,*,*,*
 580 DATA .0000254,.00091,1
.61,*,*,*,*,*,*
 590 DATA *,*,*,*,*,*,*,*,*
 600 DATA *,*,*,*,28.35,450
*,*,*,*
 610 DATA *,*,*,*,*.02835,.4
5,*,*,*
 620 DATA *,*,*,*,*,*,*,*,*
 630 DATA *,*,*,*,*,*,*,*,0.5
7,4.55
 640 DATA *,*,*,*,*,*,*,*,0.5
 650 DEF FNs(t$):LOCAL L%
 660 t$=STRINGS(8, " ")+t$+S
TRINGS(10, " ")
 670 L%>LENt$DIV2:=MIDS(t$,
L%-10,20)
 680 DEFPROCb(x%,Y%):LOCAL
L%,X%
 690 L%>LENt$:X%>20-L%DIV2
 700 PROCb(X%,Y%,L%,1):COLO
UR 129
 710 PRINTTAB(X%,Y%)t$,:END
PROC
 720 DEFPROCb(X%,Y%,L%,D%):
LOCAL U%,V%
 730 UX=(X%+L%)*32:V%=(32-Y
%)*32
 740 X%>X%*32:Y%=(32-Y%)*32
 750 PROCg(2,X%,V%,UX,Y%,20
)
 760 PROCg(1,X%,VX,UX,Y%,16
):ENDPROC
 770 DEFPROCg(C%,Q%,R%,S%,T
%,0%)
 780 VDU24,Q%-0%;R%-0%;S%+0
%;T%+0%
 790 GCOL0,128+C%:CLG:ENDPR
OC
 800 DEFPROCon:LOCALB%:B%>1
 810 DEFPROCooff:LOCALB%:B%>
0
 820 VDU23,1,B%:0;0;0;0;:EN
DPROC
 830 DEFPROCerr:@%>10:PROCo
n:REPORT
 840 PRINT" at line ";ERL:E
NDPROC

```

IN this short series of articles we are examining the popular programming language Pascal, invented around 1970 by Niklaus Wirth.

There are two different packages available on the Electron – ISO-Pascal, a rom-based version supplied on a cartridge ready to be plugged into a Plus 1 or Rombox, and S-Pascal, a cassette-based version.

The rom cartridge is the full implementation of the language (to the ISO standard), while S-Pascal is a much simpler, cut down (and cut-price) version. All the programs this month were written using S-Pascal, but they will also run under ISO-Pascal.

Last month Mike Plummer introduced the language, revealing a little of its history and basic structure. Essentially it was designed to teach good programming practice to students studying computer science and it is a highly structured language as we'll see.

It is a popular language, and although rarely seen on home micros, is in widespread use by professional programmers on much larger and powerful computers than our Electron.

This article is devoted to just one program – a short routine that will convert a temperature in degrees Fahrenheit to one in degrees Celsius. This shows quite clearly the beautiful structure of Pascal programs.

We'll write it in several different ways to show the wide range of commands available and their syntax. Program I shows it in its simplest form.

Notice that it starts with:

```
program temp(input,output);
```

This is the hallmark of all Pascal programs. It contains the program name, *temp*, and tells Pascal that information will be input and output – we are going to type a temperature in, convert it and print out the result. Most Pascal programs input and output information – if they sat there doing nothing they

# Feeling one degree under?

**ROLAND WADDILOVE presents a conversion routine in Part 2 of this series on Pascal programming**

would be very dull indeed!

The next line is a list of the variables used in the program and their type. We are going to use *f* to hold the Fahrenheit temperature and *c* to store the Celsius temperature. They are both integers.

```
program temp(input,output);
var f, c : integer;
begin
  writeln('Enter temp:');
  readln(f);
  c:=5*(f-32) div 9;
  writeln('Celsius=',c)
end.
```

*Program I*

Logically, the labels *begin* and *end* mark where the program begins and ends. The first thing it does is write "Enter temp:" on the

screen. It then reads a number from the keyboard into the variable *f* using *readln(f)*. We could have used *read(f)* here, but *readln(f)* is better as it moves to a new line after the input.

The conversion from Fahrenheit to Celsius is carried out by:

```
c:=5*(f-32) div 9;
```

Notice that we use *:=* to set a variable equal to a value, whereas in Basic we would use just an equals sign on its own. Also note that all statements except the last end with a semi-colon. This is the statement separator and acts rather like Basic's colon.

Finally the new temperature is written to the

screen and the program stops when it hits the *end* on the last line.

Now we'll alter the program slightly, taking out the calculation from the main loop and placing it in a procedure called *ftoc*. This is called from within the main *begin – end* structure:

```
program temp(input,output);
var f, c : integer;
procedure ftoc;
begin
  c:=5*(f-32) div 9
end;
begin
  writeln('Enter temp:');
  readln(f);
  ftoc;
  writeln('Celsius=',c)
end.
```

*Program II*

As you can see the procedure has been placed after the variables, but before the main *begin – end* program loop. Procedures always come before the start of the program, unlike Basic which insists on them being placed at the end.

Pascal will skip all procedure definitions at the beginning of a program and will always start execution at the main *begin*.

Notice that the procedure

**... Pascal is in widespread use by professionals on much larger computers than our Electron ,**

**Turn to Page 56 ▶**

# Programming

## ◀ From Page 55

has its own *begin - end*; loop indicating where it starts and ends. It could also have its own variable list as well. It is called quite simply from the main loop by entering its name - *ftoc*.

Like Basic, we can pass parameters into procedures. Program II can be modified

```
program temp(input,output);
var f, c : integer;
procedure ftoc(d:integer);
begin
  c:=5*(d-32) div 9
end;
begin
  writeln('Enter temp:');
  readln(f);
  ftoc(f);
  writeln('Celsius=',c)
end.
```

Program III

to produce Program III.

Here we are passing the Fahrenheit temperature in *f* to the procedure *ftoc*. Inside the procedure the local variable *d* is used.

Notice that in the procedure definition we must specify the type of the parameter passed. Pascal is very strict about variable types and ranges.

We have been using our procedure *ftoc* to calculate and return a single value, so why not use a function instead? Program IV shows how this may be done.

As a function returns a value, Pascal insists that we specify its type in the definition. In this case it is an integer. The value is returned by equating its name to the result of the calculation in the main body of the definition.

Apart from these two points, the program is no different from the last one.

```
program temp(input,output);
var f, c : integer;
function ftoc(d:integer):integer;
begin
  ftoc:=5*(d-32) div 9
end;
begin
  writeln('Enter temp:');
  readln(f);
  c:=ftoc(f);
  writeln('Celsius=',c)
end.
```

Program IV

```
program temp(input,output);
var f : integer;
function ftoc(d:integer):integer;
begin
  ftoc:=5*(d-32) div 9
end;
begin
  writeln('Enter temp:');
  readln(f);
  writeln('Celsius=',ftoc(f))
end.
```

Program V

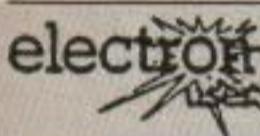
However, it allows us to use the function call wherever we could use a number or variable. This enables us to shorten the last program.

The variable *c* in the last *writeln* has been replaced by the function call *ftoc*.

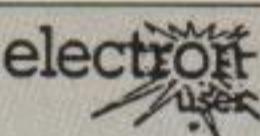
As these short programs show, Pascal is a highly structured programming

language, forcing you to lay out your listings in a clear and easy-to-read manner. It encourages good programming practices.

● We'll continue to look at this fascinating language next month when Mike Plummer will be back with some more complex examples.



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**TO ORDER TURN TO THE FORM ON PAGE 53**

MOST people tend to regard a word processor like Acornsoft's View as simply a tool for writing letters, documents and reports. While this is true, it is far more flexible than many people think, and there are a lot of other uses.

In this article we'll look at how programmers can use View to create and edit Basic and assembly language programs — probably something they may not have thought possible.

In fact, using View in preference to Basic's built-in editor has many advantages, as we will see.

To show how flexible View is let's start by entering a short program just as we would a letter or document.

First enter View either by pressing Control+Break or typing \*WORD. We must tell View not to try to format or justify the program we are about to write, so enter:

SETUP I

to set just insert mode. Now press Escape to enter edit mode and type in the following short listing:

```
*BASIC
AUTO
REM Strip
MODE 6
PRINT
INPUT "Filename: " $A
A$=OPENIN A$ 
B$=OPENOUT "Listing"
REPEAT
C$=BGET#A%
BPUT#B%, C%
IF C%<13 IF NOT EOF#A% FOR
I$=1 TO 5:C$=BGET#A%:NEXT
UNTILEOF#A%
CLOSE#0
PRINT "Finished"
```

Notice that I haven't used any line numbers — they aren't needed. This is where structured programmers have a big advantage over spaghetti programmers using lots of GOTOs.

Using View to write programs isn't really advisable if you use GOTOs to jump here, there and everywhere. And GOSUBs should be avoided if at all possible — they are just as awkward to

# VIEWING YOUR BASIC LISTINGS

**ROLAND WADDILOVE shows disc drive owners how to edit programs using View**

cope with. Also notice that in this listing the first line is \*BASIC and the second is AUTO.

What we're going to do is save the file to disc then \*EXEC it back — while we're still within View.

The \*BASIC command selects Basic and the AUTO generates the line numbers. To see this in action, enter command mode and type:

```
SAVE TEST
*EXEC TEST
```

and you'll see the program load and the line numbers automatically added. Press Escape when it has finished loading. You've now got the listing into Basic.

This is now a normal Basic program and you can edit it, run it, save it and so on, just as with any other Basic program.

If you need to make further changes you can either make them from Basic using the program in memory, or edit the file on disc using

View. The advantage of having a View file is that you can easily modify it in ways not possible in Basic.

For instance, you can use View's search and replace functions to change variable names, block move whole sections of Basic programs, and so on.

Go back into View and re-load the program with:

```
*WORD
SETUP I
LOAD TEST
```

Now change the variable A% to *infile*% throughout the program with:

```
FOLD OFF
CHANGE A% infile%
```

The FOLD OFF command tells View not to match the case of the first item — A%. If you try this with FOLD ON, *infile*% will become *Infile*% as View changes the case of the i to l to match A.

You can save this modified program and

\*EXEC it back in as before. As you can imagine, changing the name of a variable throughout a long program could literally take hours in Basic, but in View it is a matter of seconds — an enormous saving in time and effort.

Why would you want to change the name of a variable? Well, it often helps to use long descriptive variable names when developing a complex program — they aid readability and help with debugging. These however, slow down program execution and greatly add to the length of the listing causing problems.

By writing the program in View you gain the advantage of long variable names, but can shorten them all with a handful of CHANGE commands before \*EXECING it into Basic and running it. So you gain the best of both worlds — readable listings, but fast compact programs.

Converting a View file into Basic is easy, as we have seen. The reverse process of converting a Basic listing into a View file isn't quite so simple.

We need a Basic program in memory so \*EXEC TEST into Basic, pressing Escape when it has finished loading. Now we'll try to convert it back to View — enter:

```
*SPOOL STRIP
LIST
*SPOOL
```

Now go into View, and load

```
FJ :.....*.....*.....*.....*,<
*BASIC
AUTO
REM Simple machine code program
DIM code%, 100
oswrch=&FFEE
FOR Pass=0 TO 2 STEP 2
P% = code%
L OPT Pass
LDX #33
.loop
TXR
JSR oswrch
INX
CPX #127
BNE loop
RTS
NEXT
CALL code%
END
*****
```

Editing an assembler program using View

Turn to Page 58 ▶

# Feature

## ◀ From Page 57

the \*SPOOLed file with:

```
*WORD  
SETUP I  
READ STRIP
```

This is how the program will look in edit mode:

```
>LIST  
10REM Strip  
20MODE 6  
30PRINT  
40INPUT "Filename:a$"  
50AX=OPENIN a$  
60BX=OPENOUT "Listing"  
70REPEAT  
80CX=BGET#AX  
81BPUT#BX,CX  
90IF CX=13 IF NOT EOF#AX  
FOR IX=1 TO 5:CX=BGET#AX:NEXT  
110UNTIL EOF#AX  
120CLOSE#0  
130PRINT "Finished"  
>*SPOOL
```

You'll see it starts with the prompt > then LIST, and is followed by the program, complete with line numbers. Finally, >\*SPOOL follows at the end. To get back to the

original listing in View we need to tidy this listing up a little.

The >LIST and >\*SPOOL are easily deleted with Func+8 (delete line), but the line numbers are impossible to remove. You can't search for and replace them.

This is where the program Strip we have been experimenting with comes in. It's job is to strip the line numbers from a SPOOLed Basic program.

You've got it on disc, so \*EXEC TEST to load it into Basic. Now run it.

You'll first be prompted for a filename, so enter STRIP the file you just spooled. The disc drive will start up and after a short while the message "Finished" will be printed on the screen.

Strip will still be there on the disc, but in addition there will also be a file called Listing - this is Strip with the line numbers removed.

```
*BASIC  
AUTO  
REM Machine Code  
OSWRCH=&FFEE  
FOR pass=0 TO 2 STEP 2  
P1=&C00  
[ OPT pass  
LDX #32 \ASCII " "  
.loop
```

```
TXA  
JSR OSWRCH \print char  
INX \next one  
CPX #127 \done all?  
BNE loop  
RTS  
]  
NEXT
```

Go into View as before and read it in. Chop off the >LIST and OL at the start and finish and you are left with your original program in View.

So far we've seen how to write Basic programs in View. Well, it is just as easy to write machine code files as well. Enter the following short assembly language listing above into View:

Save it with the name MCODE then \*EXEC it into Basic. Press Escape when it has finished loading and run it. Now execute the machine code with CALL &C00 and

you should hear a beep if all is well.

Although I have only discussed Basic and assembly language here, the technique applies equally well to other languages - particularly to Lisp which hasn't got any form of editor. It is far easier to write in View and \*EXEC the file into Lisp.

As we've seen, View is more than just a simple word processor - it is a powerful program editor and development tool as well.

Try it, and you'll never go back to Basic's editor.

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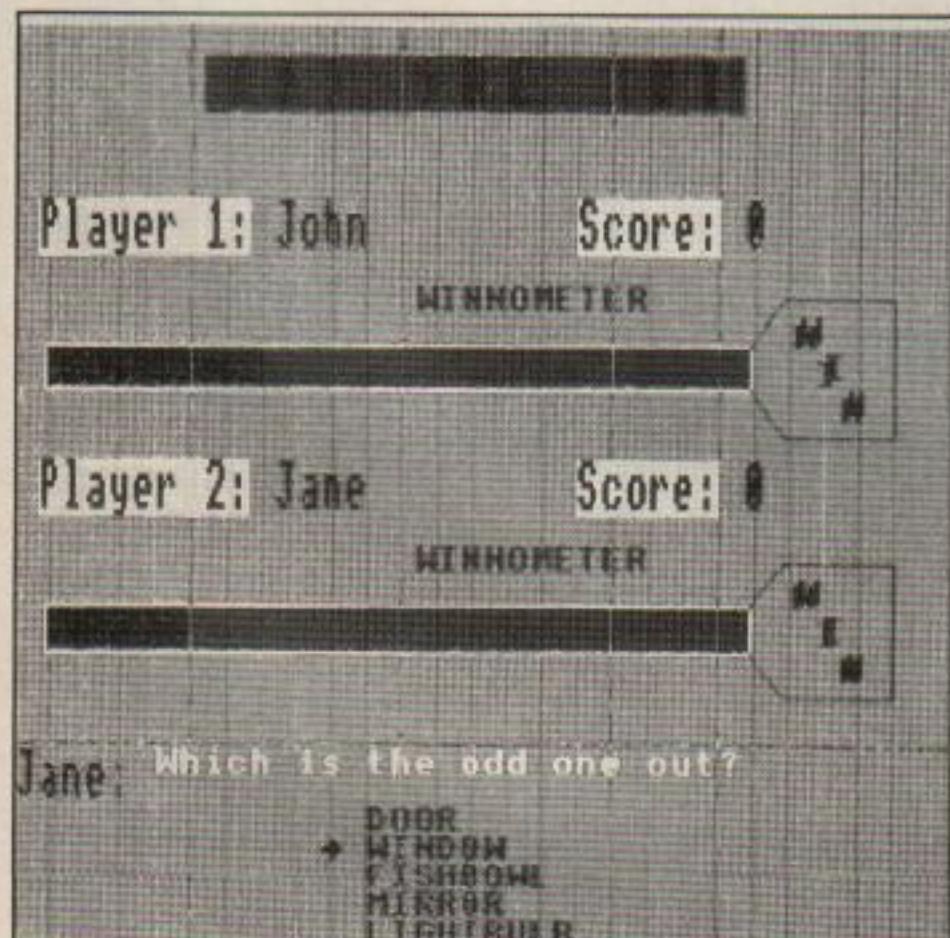


**ODD** One Out is a game which can help children learn to group similar objects together, and reject any which don't match the group in a specific way.

Teaching your children to group together objects that have something in common

is a slow task, and is often aided by the use of games, puzzles and other easily followed teaching tools. But in order to avoid loss of interest, all such devices must have the added attraction of being fun.

The use of computers in



#### PROCEDURES

setup Set up arrays  
 title Display title page  
 drbd Draw playing board  
 ask Ask a question  
 qu Fetch a question  
 yes Player got it right  
 no Player got it wrong  
 sc Update winnrometer  
 big Print double-height text

#### VARIABLES

P1% Player one's score  
 P2% Player two's score  
 sc1% Games won by player one  
 sc2% Games won by player two  
 qu\$(30,5) Array of questions  
 ans%(30) Array of answers  
 maxq% Number of questions  
 Q% Current question

**Improve your child's perception with CHRIS NIXON's educational game**

homes and primary schools is enabling some of these educational tools to be converted into colourful, interesting programs which can be used in the home or classroom unsupervised – to an extent – by the parent or teacher.

The Electron has long been established in primary schools throughout the country, and was therefore an ideal vehicle for Odd One Out. Two players are required for this game, which will help stimulate discussion over the questions posed. There are only 30 questions, but the program only just squeezes into the Electron's memory as it is, and the use of colour – which helps to retain interest – and 40 column text would be lost if a higher-memory mode had been chosen at the outset.

Each player is first asked for their name – always important in children's games. Large letters are used here, and extensively throughout the game to aid with reading the messages.

The players can then sit

back and wait while the playing board is drawn on the screen. This consists of two winnometers, which are wide horizontal bars, one above the other.

These gradually fill with yellow each time a player's question is answered correctly, and the player who reaches his win marker first is awarded one point, and both winnometers are then reset for the start of the next game.

Each question takes the form "Freddy, which is the odd one out?" followed by a list of five objects. A pointer slowly moves down the list, and selection is made by pressing the spacebar while the pointer is over one of the choices. This is so children with limited coordination can participate in the game.

The 30 questions are held in data statements at the end of the program, and if you want to change them, the format is straightforward.

Four words or phrases which have something in common are separated by commas, with a fifth word or phrase which is the odd one out inserted anywhere among them.

Then another comma and a sentence explaining what the other four have in common, and finally another comma and a number between 0 and 4 identifying which of the five items is the correct choice.

Turn to Page 60 ►

# Education

◀ From Page 59

```

10 REM ****
20 REM * ODD ONE OUT *
30 REM * By Chris Nixon *
40 REM * (c) Electron *
45 REM * User 1987 *
50 REM ****
60 REM
70 IF PAGE=6000 THEN 120
80 *FX21,0
90 *K,0 *T,MFOR1%:BTO(TO
P-PAGE)STEP4:I%:E00=I%:PAGE
:NEXTMPAGE=B000M00MRUNM
100 *FX138,0,128
110 END
120 MODE1:*=FX16
130 PROCsetup:REPEAT:PROCT
itle
140 MODE1:VDU28,1,20,38,1,
23,226,8,12,14,255,255,14,12
,8,19,8,4,8,8,8,23;8202;0;0;
0:PROCdrbd:REPEAT:PROCask:U
NTILwin%:1:PROCsc:UNTIL0:UNT
IL0
150 DEFPROCsetup:maxq%:30:
P1%:0:P2%:0:sc1%:0:sc2%:0:pt
r%:0:lv%:0:P1%:8:ENVELOPE1,1
28,1,1,1,65,65,65,0,0,0,0,0,
0:DIMqu$(maxq%,5),ans%:maxq%
),done$(15):RESTORE:FORL%:1T
0maxq%:FORL1%:B05:READqu$(L
%,L1%):NEXT:READans%:L%
160 NEXT:ENDPROC
170 DEFPROCtitle:CLS:COLOU
R129:COLOUR2:F0RY%:2T05:VDU3
1,6,Y%:PRINTSPC28:NEXT:VDU31
,7,3:PROCbig('E L E C T R O
N U S E R'):VDU31,12,10:C
COLOUR128:COLOUR2:PROCbig('P
R E S E N T S')
180 VDU31,9,16:COLOUR3:PRO
Cbig("O O O O N E O U
T"):COLOUR128:COLOUR3:VDU3
1,13,22:COLOUR1:COLOUR131:PR
OCbig('By Chris Nixon'):VDU3
1,11,29:COLOUR128:COLOUR2:PR
INT'Press SPACE bar...';:REP
EAT UNTILINKEY(-99):*FX21,0
190 VDU28,1,30,38,1:CLS:CO
LOUR131:COLOUR1:PROCbig('Pla
yer 1'):COLOUR128:COLOUR2:IN
PUT "What is your name ",P
1$:IF LENP1$>12 P1$=LEFT$(P1
$,12)
200 PRINT':COLOUR131:COLO
UR1:PROCbig('Player 2'):COLO
UR128:COLOUR2:INPUT "What
is your name ",P2$:IF LENP2$>12
P2$=LEFT$(P2$,12)
210 ENDPROC
220 DEFPROCbig(B$):LOCAL L
%,M%,X%,Y%:FORM%:1TOLENB$:X%
=0:Y%:B%:B00=ASC(MID$(B$,M
%,1)):A%:10:CALL&FFF1:LX=1:F
ORX%:224T0225:VDU23,X%:F0RY%
=0T03:VDU?(&B00+L%):VDU?(&B0
0+L%):LX=LX+1:NEXT:NEXT:VDU2
24,8,10,225,11:NEXT:ENDPROC
230 DEFPROCdrbd:CLS:VDU31
,7,0:COLOUR129:COLOUR2:PROCbi
g(" O O D O N E O U T ")
240 COLOUR131:COLOUR1:VDU3
1,0,5:PROCbig('Player 1'):C
OLOUR128:COLOUR2:PROCbig('
+P1$'):COLOUR131:COLOUR1:VDU3
1,23,5:PROCbig('Score'):COL
OUR128:COLOUR2:PROCbig(' '+S
TR$st1%)
250 COLOUR131:COLOUR1:VDU3

```



```

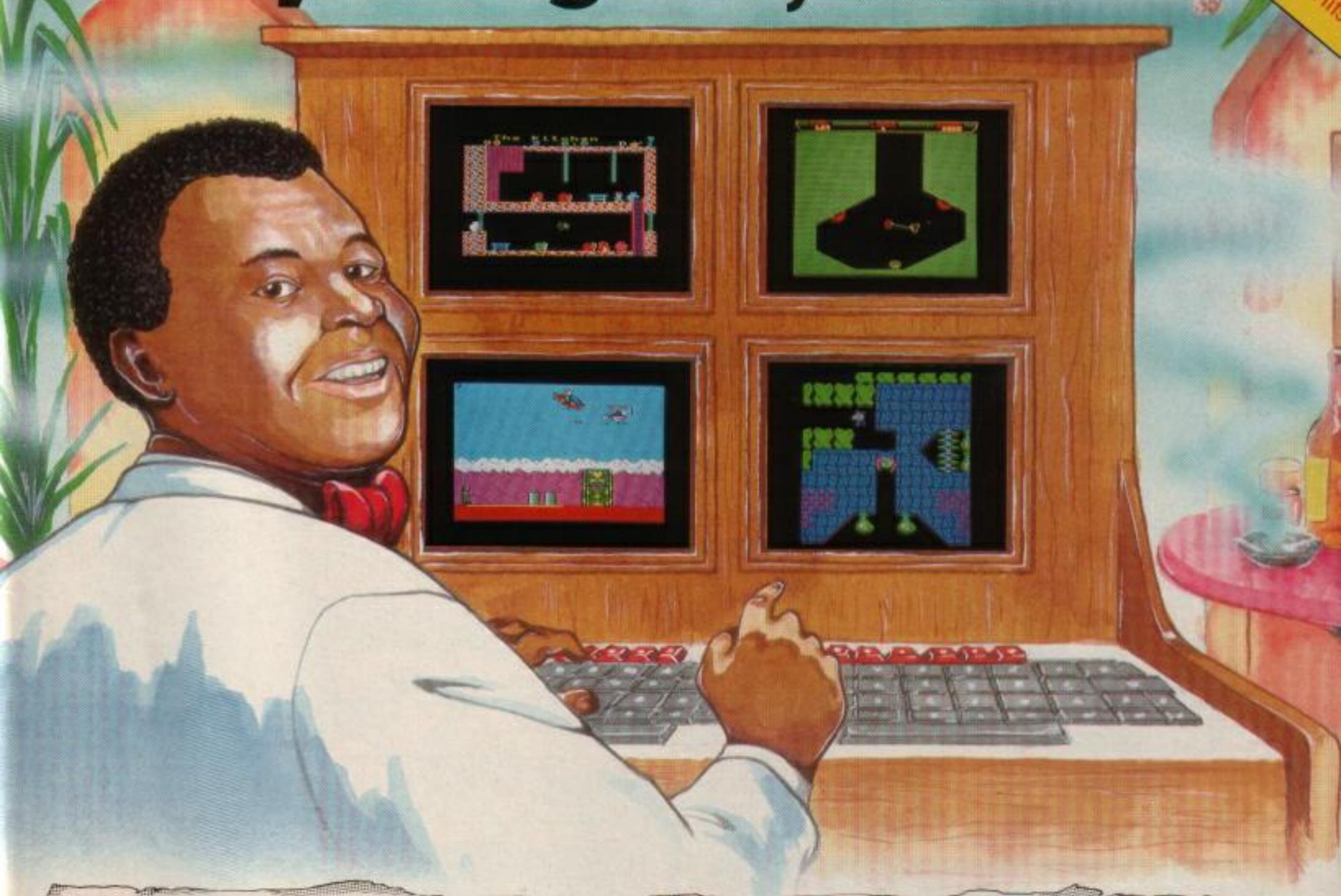
1,0,14:PROCbig('Player 2'):
COLOUR128:COLOUR2:PROCbig(
'+P2%'):COLOUR131:COLOUR1:VDU
31,23,14:PROCbig('Score'):C
OLOUR128:COLOUR2:PROCbig('
+STR$sc2%')
260 COLOUR1:PRINTTAB(16,8)
'WINNOMETER':TAB(16,17)'WINNO
METER':GCOL0,3:MOVE40,670:DR
AW1000,670:DRAW1000,620:DRAW
40,620:DRAW40,670:GCOL0,1:MO
VE44,666:DRAW996,666:PL0T 85
,44,624:PL0T 85,996,624
270 GCOL0,3:MOVE40,380:DR
AW1000,380:DRAW1000,330:DRAW4
0,330:DRAW40,380:GCOL0,1:MOV
E44,376:DRAW998,376:PL0T 85,
44,334:PL0T85,998,334:MOVE10
00,670:DRAW1050,720:DRAW1200
,720:DRAW1200,570:DRAW1050,5
70:DRAW1000,620
280 MOVE1000,380:DRAW1050,
430:DRAW1200,430:DRAW1200,28
0:DRAW1050,280:DRAW1000,330
290 PROCshd('WIN',1070,700
,0):PROCshd('WIN',1070,410,0
):GCOL0,2:MOVE80,230:DRAW1279
,230:VDU28,0,31,39,25:ENDPRO
C
300 DEFPROCshd($$,XB%,YB%
,E%):VDU5:FORL%:1T02:XX=XB%:Y
%:YB%:GCOLEX%,L%:FORC%:1T0LEN
$$:MOVEXX%,Y%:PRINTMIDS($$,CX
,1):XX=XX+32:Y%:YB%-40:NEXT:X
B%:XB%-8:YB%:YB%-6:NEXT:VDU4
:ENDPROC
310 DEFPROCask:COLOUR128:C
LS:COLOUR2:PROCbig(P1$+':'):
COLOUR3:VDU9:PRINT which is
the odd one out?':PROCqu:PRO
Cip(1):IFrt1 P1%:P1%+1:IFP1%
=10 win%:1:ENDPROC
320 COLOUR128:CLS:COLOUR2:
PROCbig(P2$+'):COLOUR3:VDU
9:PRINT which is the odd one
out?':PROCqu:PROCip(2):IFrt
% P2%:P2%+1:IFP2%:10 win%:1:
ENDPROC
330 win%:0:ENDPROC
340 DEFPROCqu:COLOUR2:PROC
vd:FORL%:B04:PRINTTAB(15,2+
L%):qu$(Q%,L%);:NEXT:ENDPROC
350 DEFPROCvd:IFptr%:0 Q%:R
ND(maxq%):PROCkeep:ENDPROC
360 REPEAT:Q%:RND(maxq%):F
%:0:FORL%:B04ptr%:IF Q%:done
%:L%:F%:1
370 NEXT:UNTIL F%:0:PROCke
ep:ENDPROC
380 DEFPROCkeep:done%:ptr%
)=Q%:ptr%:ptr%+1:done%:ptr%
=0:IF ptr%:maxq% ptr%:0
390 ENDPROC
400 DEFPROCip(P%):AX=0:X%=
13:Y%:2:REPEAT:VDU31,X%,Y%,2
26:TIME=0:REPEAT:AX=INKEY(-9
9):UNTILAX OR TIME>100:IF AX
THEN 410 ELSE VDU31,X%,Y%,3
2:Y%:Y%+1:IF Y%:7 Y%:2
410 UNTILAX:IF P%:2 THEN 4
30 ELSE R%:Y%:2:IF R%:ans%:Q
%:rt%:TRUE:PROCyes(1) ELSE
rt%:FALSE:PROCno
420 ENDPROC
430 R%:Y%:2:IF R%:ans%:Q%
:rt%:TRUE:PROCyes(2) ELSE rt
%:FALSE:PROCno
440 ENDPROC
450 DEFPROCyes(P%):CLS:COL
OUR129:COLOUR2:VDU31,12,3:PR
OCbig(' C o r r e c t ! '):F
ORL%:5B0T015B0T05:SOUND1,-10
,L%,1:NEXT:IF P%:2 THEN 460
ELSE GCOL0,2:MOVE44+P1%*95,6
24:DRAW44+P1%*95,666:PL0T85,
44+P1%*95+95,624:PL0T85,44+P
1%*95+95,666:ENDPROC
460 GCOL0,2:MOVE44+P2%*95,
334:DRAW44+P2%*95,376:PL0T85
,44+P2%*95+95,334:PL0T85,44+
P2%*95+95,376:ENDPROC
470 DEFPROCno:CLS:COLOUR13
0:COLOUR1:VDU31,14,0:PROCbig
(' W r o n g ! '):FORL%:15B
0T05:SOUND1,-10,L%,1:N
EXT
480 COLOUR129:COLOUR2:PRIN
T"qu$(Q%,ans%:Q%);:COLOUR
128:COLOUR3:PRINT" was the o
dd one out."
490 COLOUR128:COLOUR3:PRIN
T"because the others ";qu$(Q
%,5);":COLOUR2:PRINT"Pres
s SPACE bar...";:REPEATUNTIL
INKEY(-99):ENDPROC
500 DEFPROCsc:IF P1%:10 sc
1%:sc1%+1:FORL%:1T04:SOUND1,
1,1,20:NEXT:FORSD%:1T04:PRO
Cshd('WIN',1070,700,3):NEXT
ELSEsc2%:sc2%+1:FORL%:1T04:5
0UND1,1,1,20:NEXT:FORSD%:1T0
14:PROCshd('WIN',1070,410,3)
:NEXT
510 P1%:0:P2%:0:ENDPROC
520 DATA DOG,CAT,MOUSE,PEN
CIL,WHALE,'are animals',3
530 DATA 'OAK TREE','COUNT
RY','ASH TREE','CHERRY TREE'
,'CEDAR TREE','are trees',1
540 DATA RED,GREEN,BLUE,YE
LLOW,HOT,'are colours',4
550 DATA TABLE,CHAIR,BED,D
OG,WINDOW,'are furniture',3
560 DATA BOOK,ROSE,TULIP,D
AFFODIL,MARIGOLD,'are flower
s',0
570 DATA POTATO,CARROT,TR
E,SWEDE,TURNIP,'are vegetabl
es',2
580 DATA ARM,LEG,HEAD,FOOT
,SHIRT,'are parts of a body'
,4
590 DATA SOCKS,ARM,TRouser
S,SHIRT,JUMPER,'are clothes'
,1
600 DATA APPLE,PEAR,ORANGE
,CHOCOLATE,GRAPE,'are fruit'
,3
610 DATA JOHN,PETER,JANE,S
ALLY,DOOR,'are people's name
s',4
620 DATA FLY,ANT,FOOTBALL,
WASP,BEE,'are insects',2
630 DATA LAKE,HEDGE,SEA,RI
VER,STREAM,'are made of wate
r',1
640 DATA GOOSE,HEN,SWAN,FO
OT,DUCK,'are birds',3
650 DATA COD,SHARK,SAFON,
GOLDFISH,BOWL,'are fish',4
660 DATA TABLE,TEA,COFFEE,
ORANGE,BEER,'are drinks',8
670 DATA BIG,LITTLE,GREEN,
TALL,SMALL,'are about size'
,2
680 DATA SPOON,FORK,PLATE,
KNIFE,KETTLE,'help with eati
ng',4
690 DATA GARDEN,BEDROOM,LO
UNGE,KITCHEN,'DINING ROOM'
,are rooms in a house',0
700 DATA METRE,MILE,CENTIM
ETRE,LITRE,KILOMETRE,'are me
tric units',1
710 DATA BUCKET,TANK,HOSE,
TAP,RADIO,'are water users'
,4
720 DATA DOOR,WINDOW,FISHB
OWL,MIRROR,LIGHTBULB,'are ma
de of glass',0
730 DATA RADIO,CLOCK,TELEV
ISION,LAMP,TELEPHONE,'use el
ectricity',1
740 DATA BARREL,BOX,CHAIR,
SUITCASE,BAG,'can hold objec
ts',2
750 DATA PENCIL,BIRO,RULER
,QUILL,FELT-TIP,'you can wri
te with',2
760 DATA CHEDDAR,BACON,STI
LTON,CHESHIRE,EDAM,'are all
cheeses',1
770 DATA IRON,STEEL,PLASTI
C,BRONZE,COPPER,'are metals'
,2
780 DATA CUP,SAUCER,MUG,GL
ASS,TUMBLER,'are drunk out o
f',1
790 DATA HUT,BUNGALOW,COTT
AGE,SHOP,FLAT,'are places to
live',3
800 DATA SHOES,SANDALS,SLI
PPERS,TRAINERS,GLOVES,'are f
ootwear',4
810 DATA LONDON,ENGLAND,FR
ANCE,ITALY,SPAIN,'are countr
ies',0

```

This listing is included in this month's cassette tape offer. See order form on Page 53.

# "Play It Again, Sam"

FEATURING:  
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## THE BEST COMPILATION EVER for the BBC Micro and Acorn Electron

**Sam**, an ardent fan of Superior Software's games, is always ready for a challenge... and the tougher the better! Here's four games that, as time goes by, he returns to again and again.

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**Thrust** is simple and fun-to-play, yet incredibly realistic and highly addictive.

"This game has class...try it!" urged Computer & Video Games.

**Stryker's Run** is a challenging action-packed combat game.

"This game will impress you...the graphics are stunning...this should be in every collection," A & B Computing remarked.

**Ravenskull** is a massive arcade-adventure game, full of puzzles and problems to be solved.

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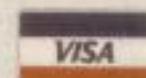
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**(Compatible with the BBC B, B+ and Master Series computers).**

The screen pictures show the BBC Micro version of the game.  
The graphics of other versions may vary.

Then, by collecting the correct ingredients, you must mix the Ultimate Spell, cast it at Zorn and banish him for good.

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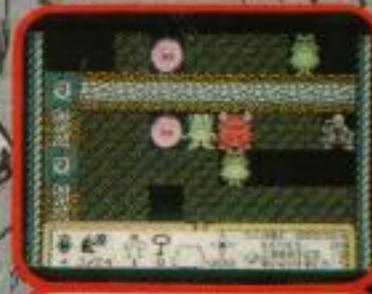
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Bono takes the skeletons to a cauldron



Bono's partner Fozzy restrains a monster

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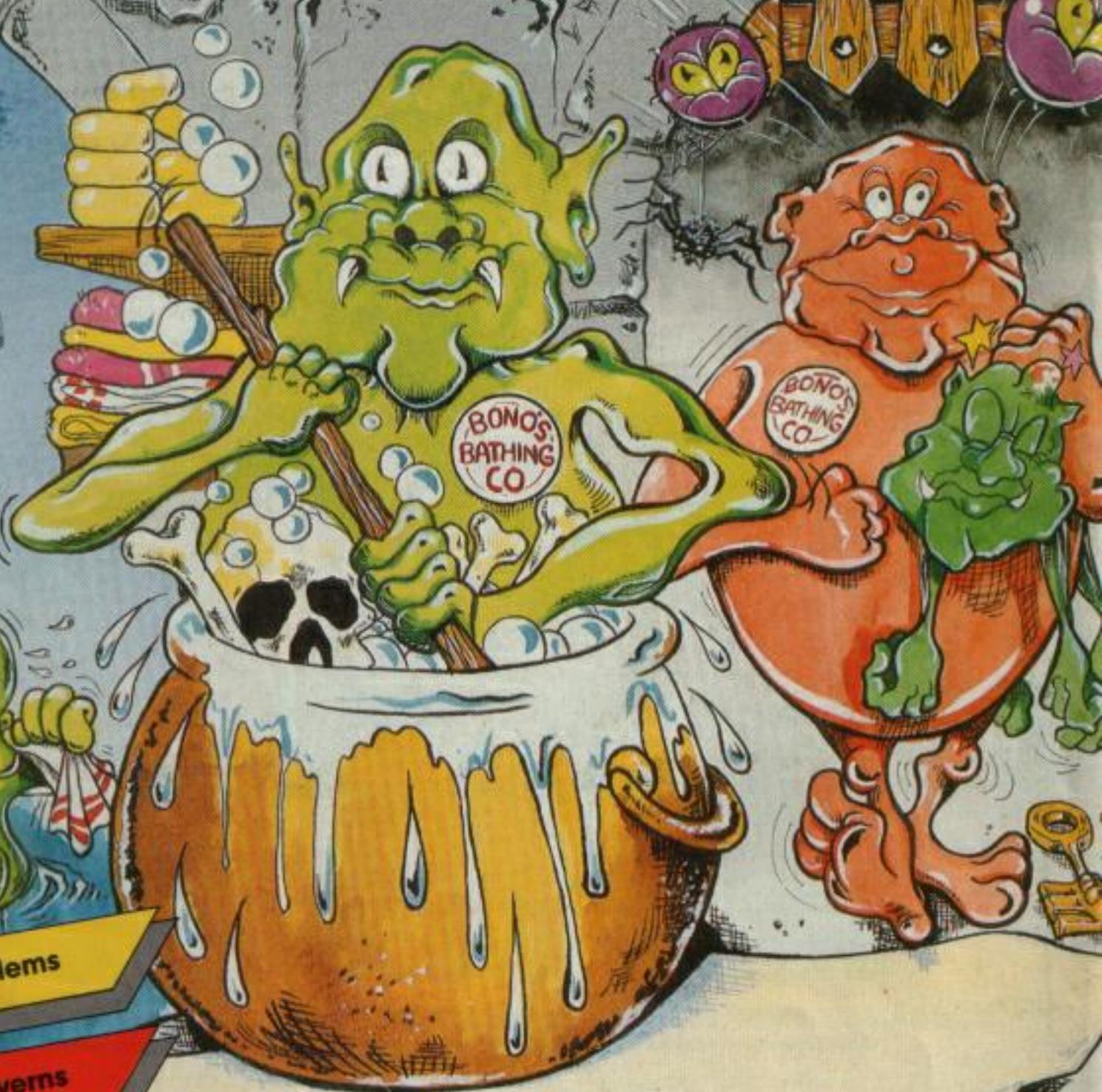
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